



COMPUTER GAMES FROM

RELEASE DATE: 8th MARCH, 1988



HIT-PAK are proud to present "Ten Hit Games" in one presentation pack. Five cassettes for only £9.99 is unbeatable value for money. (Also available on Disc formats). A superb collection of Action Games producing hours of captivating entertainment. Released in the UK on 8th March 1988 – Don't miss this opportunity, get your copy now!



FOF	MAT	PRICE	
128	K Cass.	£9.99	<
+3	Disc	£11.99	ı
128	K Cass.	£9.99	ı
/12	K Disc	£11.99	1
Cas	ette	£9.99	
D	sc	£14.99	1

CAPOTEI

Exter resembours. Assist days, speech, set collising-ensured and preventional residence which are guided by vision commerce. Crean in preventional residence which are guided by vision commerce. Crean in residence which is sufficient to the control of the contro



DEED CTOM

You are in commit of a World War Englace. You poin it to protect and point a Biglist for the submission is then on an enemy facilities and because a Biglist and Biglist for the submission is then on an enemy facilities along and because. For many them and most related before heading not once again. Knop you've companies positive vertical one you will real into heavy once the property of the prop



SABOTEUR II

her fatally wounded brother. In "SASDITEM! In broke into the central security buildings and talls a compater disk that centains assume of the rebel inaders. This dask also held internation about the discussion is proposed to be a support of the second of the second of the rebel inaders. This dask also held internation about the discussion is to base the discussion in the second of the second



COMBAT LYNX

to will have four bases which you must support with troops and
in cours. Base 1 has an endines supply of leal and weapons, and
in cours. Base 1 has an endines supply of leal and weapons, and
the other bases and in prevailors in layout through breight beat from
the other bases and in prevailors in layout through breight beat from
the other bases and in prevailors and the butterfaled independently at
the content, to a previet the only shill did in support. Example land



CICMA T

An extension of the control of the c



TIIRRO ESPRI

on amounted supply car in compring drags to the centre of the city, meaning the compression of the compression of the centre of the city, the compression of the centre of the centre



CDITICAL MAG

CHITICAL WIASS

Keth Price Section the right of your screen. Aread all recks and
Keth Price Section that receiving offers and short in All, but don't,
which were set to be considered and short in All, but don't,
which is a simple section of the bettern the bettern the screen tilly you find a new
thing in a residencement pair (past land on the small receive pair send of
the pair is evaluated to the section of the section of the section of
the section of the section of the section of the section
than the right again, then keep section is a received to the
both and short the street in the modelle of the two there again,
when the received pairs, when we are section of
the section of the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of the section of
the section of the section of the section of the section of the section of
the section of the section of the section of the section of the section of
the section of the section of the section of the section of the section of
the section of the section of the section of the section of the section of the sect



DOTAMAN

Till you got to a cartie, then lead eard walk up to cartie gain. Use men from close ment be there deeve the gain. Eye ne on a fine book and fined a writch tied between two states and ear her thin out for the hashing in a homestand who will by to leave you may you first knock him of this borns with your closes. Earling the property of the contract of the contract of the contract of the property of the contract of the contract of the contract of the walk of the contract of the contract of the contract of the find the book of a paths, lead and for the girl collect them. Figs limit continue where you will find the contractions is which the girl limit continue where you will find the contractions in which the girl



AIDIMOLE

As Stringfellow Steeds, a terror Vietnam chapper place, and for all man only made in the two world vasion of the third delicate belongs (ASSNELL) yes have been assigned a designment research mission (ASSNELL) yes have been assigned a designment research mission in a substraneous base assemble that courseling fellows designed as a substraneous base assemble associated, for the section of the substraneous and the section of the beant of the base where the societies of the section of the beant of the bean selected to exclude the section of the section of the beant of the beant of the bean selected to exclude the section of the section of the beant of the bea



BOMBJACK II

Worth Out! Jack's lack! Or superhero Bombjeck is here again comic capes of the actical intelligible flat size, are made of deady-mostly for combat. Use the stab key to light your way through the repelle influented laws pit and on into outer-space. Nave you got that it talkes? Have you got the mental againty to outwit the enemies an collect the treasure in over 40 floorastichy complicated settings? Collect them in the right order and get a bones Jack.

C Forces Lat of Jacus.

ore held.

O 1984 Universal City Studie, Inc. All rights reserved AURWOLFs

EASTERN AVENUE, LICHFIELD, STAFFS WS13 6RX Consumer Hot Line: (0543) 414885

Mm

OF entures

- 4 STREET SCENE
- 20 THE BITMAP BROTHERS 66 BOSCONIAN POSTER
- 69 THE BIG SCREEN
- 72 NEXT MONTH
- 76 WIN EYE GOODIES
- 78 BOSCONIAN COMPETITION RESULTS
- 81 SHUK AND DOODE
- 90 ARCADE ACTION 94 FANTASY ROLE PLAYING
- 102 PLAYMASTERS
- 116 GOLDEN JOYSTICKS 120 THE MEAN MACHINES
- 126 MAILBAG
- 128 COMIX
- 130 HOT GOSSIP

News & Reviews

- 8 NEWS
- 18 GAME OF THE MONTH IS XENON. REVIEWS INCLUDING BLACK LAMP, SPY VS SPY, CAPTAIN BLOOD, MACH 3, PLATOON, TRAZ AND LOTS MORE.
- 110 ADVENTURE NEWS
 - 112 ADVENTURE REVIEWS

OC+VG team

John Eugene Levy, Donot Gibb Paul Boughton, Son Echtor Seinnus S. John, Call Wine Am Endy Ground, Another Lesley Walker, Art Cabbo Craig Kennody, Designe Andreas Walker, Art Cabbo Craig Kennody, Designe Andreas Walker, Andream Kellt Campbell and The Fend, County Tanouth, Game Fennoury Dave Bindge, Lan Machin, Sammachha Murphy, Lee Pacidon, Steve Balsey, Machin, Sammachha Murphy, Lee Pacidon, Steve Balsey, Penthridge, Andreament Manager Garry Williams, Sain-Eschale State Donos, Andreament Procision Land Caller State Company, Company, Control (1997), 2018. In Editorial and Adventorment Distant Propy Court Los St. Farringdon Lane, London ECHS 240, 161, 213, 2122.



● XENON — THE FIRSTH



SHUK AND DOODE/18



STAKE OUT/BIG SCREE

BLACK LAMP/P24







AFTERBURNER/P122



PLATOON MAP/P102



ST HOME COIN-UP/P19



GRAFFITI COMP



astonishement at the recent Amusem Exhanson.
All this plus a chance to win a remote controlled plane, a 19 Survival Kit, Eye goodles and Shuk and Doode cause havoc on the London

undergrond. Due to rising costs we regret that we have to raise the price by 10p - our first increase for over a year.

We are sorry for this but if you compare us to our rivals we think you will agree that we are



ARCADE ACTION



SUPER SPRINT/P24



NIGEL MANSELL/P51









Atlantis game curfaces

Get any eyeful of this pixel-pulsating temptress out Return to Atlantis, a in March from Electronic

As an agent for The Foundation you have 14 missions to complete in your search for the legendary city



game in itself, taking the player to waters of exotic the Baltic to the Caribbean to the South Pacific.

The flying ship, Vicerov. contains an impressive assortment of hi-tech tools to help in the completion of the emotional robot RUF (Remote Underwater Friend) and ART, a shipboard

Return to Atlantis will cost £24.95 on the Amiga.

computer

Infocomix

Fancy reading a comic on your computer? Well that's the novel idea from

Infocom. Each of the Infocomix

entertoinment. There is no game play as such but the

player - or rather, reader - will be able to choose their own path through the labyrinth of intertwinning storylines and see the plot from various character

The first three releases which will be handled in this country by Activision - will be Lane Mastadon vs The Blubberman, a

fiction: Gamma Force in Pit of a Thousand Screams, a superhero tale Zorkquest: Assault on Egreth Castle: a fantasy adventure about a group of travellers who are

and Mandy Hamilton-

manipulated by an evil

The price of Infocomics IBM, has yet to be

Dweet Heart aunch

■ Blood Valley, Gremlin's game based on

the fighting fantasy books of the same name, is now set for release on all formats on February 14. That means it should be in the shops now. Our picture is from the Atori



Don't expect to see Cascade's 19-Boot Camp on sale before Easter because of programming delays.

Hewsons SPING.

■ The word from the herd is that Hewson's new shoot 'em up, Cybernoid — The Fighting Machine,

is set for early March. It is written by programmer Raffaele Cecco, author of Exolon and Equinox. This shot is

from the Spectrum version. Plasma pulsers, position disrupters and mega missiles are just a few of the attack vehicles which planet-

hopping space pirates fling In turn, you blast to relieve them of their ill-gotten gains. The Cybernoid ship is

crammed with weaponry including drop bombs,

Imagine owning your own coin-op machines. For most

Manco's Bosconian coin-







GODAX-AREGO!

■ Go-Dax Software held its launch party last month at the Institute of Directors in London claiming that their watch word was to be

It was slightly surprising in view of this claim that the firm's first two releases were to be two coin-op clones to the BBC computers in the shape of **Kourtyard** and

Skirmish. Go-Dax exp

Go-Dax expect their Gauntlet and Joust clones to vie with each off for the number one slot in

Making much more of a egitimate claim for movation is an interesting ut so far unnamed game not links computers togeth coded by two Contrologs

combat challenge.
Set on an island, the gan will allow up to sixteen players each playing on his own computer to battle for

supremacy of the terrain.
Alliances can be built and broken. The players, who drive around the scrolling landscape in takes, can all lay mines, shell opponents, and colonise the producer 'dumps' that are the keys to

umps' that are the keys to introlling large areas.

coded by two Cambridge University hackers who are developing the game initiall on the BBC Model B. It is expected to also appear on the ST. Anisse and

The details of its networking mechanism have no yet been confirmed but it is selieved to be based on a simple 'jack' that can be surchased in high street electrical stores. More news oon.



horizontal beamers, climber balsters, mines, shields and the lightning wizardry of the lazer bouncers. Bolt-on bits include cannons, battering rams and generators.

It will be out on Spectrum 48/128K (£7.95), Amstrad CPC and Commodore 64/128K £9.95 and £14.95.

Carrier, Command Delayed!

■ Carrier Command will now not appear until the end of February at the earliest due to what the Rainbird

due to what the Rainbird describes as a "programming hitch", despite an advertisement in last month's C+VG claiming

that the game was
"available now".
Company spokesperson
Clare Edgeley told C+VG:

"We have written to all of the people who sent off for the game explaining the reasons for the delay and stating that we would not cash any cheques until the game had been

dispatched."

Customers are being given the option to receive their cheques back and send off for the game at a later date.

LESS from !!

■ Ocean is cutting the number of new titles it will release this year to around 24 — that's nearly a third down on 1987.

down on 1987.

But more resources will be devoted to each game, Ocean boss **David Ward** announced at a recent press launch for **Platoon**.

He also announced Ocean will be launching a new label this year called **Special**FX. Its first release will be a

game called Firefly.

Meanwhile new up and coming Ocean releases include Target Renegade and Robocop, the game based on the smash film.

Roadwarrior

■ CRL is determined to keep death ON the road with the release of Road Warrior next month.

The game plan sounds a bit like Death Wish on wheels. You play the part of a knight of the highway on a mission to clean the punks, thugs and other undesirables who infest your part of the world. There are various weapons to collect en route. This screen shot is from the

9**9** ··· ,.

Grovel.

Okay, it's apology time. In last month's review of Outrun we printed a picture which implied the game had a split-screen facility. Well, as the many

thousands of you who have bought the game know, it doesn't. By the time the picture was spotted it was too late to do anything about it.

Sorry to all concerned.

Rim Runs Late

■ Rimrunner, designed by the man behind Barbarian — the Ultimate Warrior Steve

Brown, is now set for a mid-March release by Palace Software. It's a shoot on up set against a multi-plane scrolling landscape where you control an insectoid warrior on perimeter patrol.

His mission is to protect against an invasion from deadly Arachnoids.
The Commodore 64, Amstrad and ST versions will be out first with Spectrum following soon

ofterwards.

Meanwhile, Steve and his team are working on Barbarian II.

SEGA

SEGA Mega Cartridges give you screen after screen of realistic, eye-opening graphics, exciting adventures and hour after hour of enthralling gamesplay.

AFTER BURNER™

Take on the challenge of this realistic flight simulator and survive in the skies.



Fly a F14 supersonic jet fighter in battle with enemy aircraft and helicopters avoiding ground to air missiles; timing take off and landing from your aircraft carrier; an absolute must for your collection.

SPACE HARRIER

CHOPLIFTER TM





Far away, there was a special land.
Where peaceful drugges lived graceful
lives. Until the attack. Vicious
creatures seeking final extinction for
the drugges. You are their final hope.



Rescue the hostigue from impending death. On hand, at sea and from an appropriate careful.

The sum of sea to be an appropriate careful.

The sum of sea to be an appropriate careful.

The sum of sea to be an appropriate careful and appropriate careful support and suppor



The famed arcade hit ZAXXON can now be enjoyed in the privacy of your home in 3-D scope. Evade obstructive walls and the laser barrier. Advance onward to destroy the enemy — Requires 3-D glasses. Requires 3-D glasses.

Games from £14.95 Master System £99.95 Light Phaser £44.95, 3D Glasses £39.95

The Ultimate Games Machine

OUTRUNTM

Thrill to the gripping, realistic pace of this breathtaking Racing Car Adventure!



Enjoy the thrill of speeding over the world's famous roads in this Racing Car Adventure. Realistic effects as lane changes, uphill and downhill terrain, sudden curves and many more exciting effects. AVALLABLE NOW

RESCUE MISSION TM



comrades have been trapped by an armoured buggy in to resize them. Fast action packed shooting game requiring a skilled spe and a steady button that the packed spe and a steady button to the packed spe and a steady

ENDURO RACER™



thy over the barriers, careen in the corners . . . in a highly competitive ruce against the clock. AXAILABLE NOW.

ALIEN SYNDROMETM



some will require you to rescue your commades from an aften spaceship, equires lots of skill.

PLUS 30 OTHER EXCITING TITLES
Available from leading stores of Woodworths, John Menzies, Toys R Us, Kids Store, Toy and Hobby, Harrods,
Selfridges, W.H. Smith, Virgin and vour lead roomnuter dealers.

Mens *

Viva Las Vegas!

If you want to know what's going to be hot Stateside this spring then the Winter Consumer Electronics Show held in Las Yegas is the place to visit, read to the state of the state of the Boughton of the world.

Forget the Atari ST and junk the Amiga — the video game consoles are hotter than hell in the US of A right now. At the Winter Consumer Electronics Show in Las Vegas it was Nintendo and Sega

grabbing all the attention.
Most of the other software
houses preferred hotel suites
to display their new games
to the trade.

In America, unlike Britain, it's Nintendo who are leaders of the pack, with an estimated 5.5 million machines sold, followed by Atari, Sega and Intelevision. But within the next few months Nintendo is gearing up for an assault on Sega's UK crawn.



what he deservest
So here are the games
heading your way soon.
Heading the list is Mike
Tyson's Punch-Out. You
take on various boxers in a
series of challenge matches
before taking on Iron Mike,
undisputed heavyweight
champion of the world.

Other UK launches are
The Adventure of Link,
Kid Icarus, Metroid and
The Legend of Zelda (in
Nintendo's adventure series)

and in the sports series, Rad Racer — an Out Run lookalike — Pro-Wrestling, Slalom and Volleyball.



Meanwhile Nintendo had insed up an impressive range of third party games makes who are preparing product for the Nintendo. So make a note to look out for Double Dragon, the arcade classic from Tradwest, Capcom's Gun Smoke, 1942. 1943 Commando, Ghost'n'Goblins, Trojan and Bionic and Commandos Legendary-Rings,

Indiana Jones and the Temple of Doom. And the hits keep coming — SNK's Alpha Mission, Athena, Ikari Warriors I and II: LIN's The Karate Kid and Jaws.

Acclaim, who pat out Epyx's Winter Games on the Nintendo, will soon release Rambo, based on the Stallone film.

Sega plans to release around 40 titles in the US, the hottest of which will probably be **After Burnet** (see Tony Takoushi's exclusive review).

probably be **After Burner**, (see Tony Takoushi's exclusive review).

Generally the 16-bit software

Generally the 16-bit softwar on display was disappointing, to say the least. There was nothing which took your breath away — with one exception. That was Rocket Ranger Inhaw and the same and the same

on game play.
The signs are that with
Rocket Ranger
everything has come right.
The game has the feel of
Indiana Jones meets Flash
Gordon, packed with action,
thrills, spills and romance.

Hrills, spills and romance.
It's a tale of time travel, evil Nazis, mind control machines, a jet-propelled rocket suit and the beautiful active doughter of a brilliant scientist.



Mocket Konger

Cinemaware also has what must be one of the oddest ames out - The Three Stooges, based on the Curly, Larry and Mo. the game, described as a tribute to the Stooges, involves the clowns trying to raise money to stop an orphanage closing. The graphics are brill, as usual, but the whole concept seems a little odd. First there was Major Bill Steeley of Microprose, now meet "Colonel Jack Rosenow, He's the ex-USAF pilot to provide the strategy and flight techniques action behind Action Soft's helicopter flight simulation

Thunderchopper. The

simulation - 3D graphics by

Sub-Logic — allows you to learn simple landing techniques or fly the most dangerous combat missions

Electronic Arts goodies include Interceptor, which gives the player the choice of two fighter planes, the F-18 Hornet and F-16 Falcon, and the choice of six combat missions.

combat missions.
New US releases also
include Ferrari Formula
One, The Bard's Tale II
and III: The Destiny
Knight and Thief of Fate
and Return to Atlantis,
a graphic adventure with 14
undersea missions.
Aracadia's coin-up

Acargh! is out on Amiga Stateside from EA and should be heading this way soon from Melbourne House. It takes over where Rampage leaves off. Meanwhile Epyx is to market three US Gold titles

market three US Gold titles in America — Street Cat, Metrocross and the mysterious Dive Bomber which has yet to see the light of day in Britain.

Dive Bomber puts you in the seat of a World War Two torpedo bomber based on the aircraft carrier, Ark Royal, with a search and destroy mission for U-Boats, E-Boats, aircraft and the battleship Bismark.



▲ Three Stooges

release The Games: Winter Edition to tie in with this year's Winter Olympics. Sports include skating, ski-ing and five other events. Other new Epyx releases

coming are 4X4 Off Road Racing, a sort of Out Run over dirt tracks, with the facility to construct your own

And the long-awaited follow up to Impossible Mission is on its way. The originally named Impossible Mission II puts you in a high-tech office run by an evil tyrant. It's packed with codes, puzzles, guards, mined hallways and bombs. It looks a winner.

SPECTRUM

CASSETTE + 3 DISK

COMMODORE

TREETY

A DESCRIPTION OF THE PARTY OF T

The First in a stunning range of games





BEAT THE SYSTEM... Now for the crew of FIREFLY there is no home — just a desperate

Ocean Software Limited - 6 Central Street - Manchester - M2 5NS - Telephone 061 832 6633 - Telex 669977 OCEANS G

Street Scene....

New in March is The Corporation from Activision, a yuppie space adventure where earning a positive credit rating and gaining promotion are just as important as blowing away your rivals. The set up is that familiar old future where big firms have taken over from countries, and two rival superpower corporations fight it out.

You play the commander of a robot team mining an obscure asteroid for the rare and valuable "Minorthian Crystal". It's not as easy as all that though, as a rival team from the enemy corporation is also after the same precious stuff, and will stop at nothing to get it! Just to add to your worries. they've stacked the deck against you by having the very asteroid you are sitting on rushing towards certain doom.

The game is packed with rocket launchers, meteor showers and You won't believe your eyes but this is the Commodore 64 version

of Ikari Warriors, Gasp! Now that

you've recovered from the shock. prepare vourself for another one.

Elite are actually going to release

back in January '87. Remember

C+VG's brilliant map? Well the

game follows the same format.

It's you against the world on a

mission to rescue prisoners-of-

enemy, blasting away with tanks.

mortars and the like. The game is

war, battling it out with the

Not bad when you consider the Amstrad version came out way



that old favourite, the cloaking device.

With upward mobility the name of the game these days, it would seem a good time to release an adventure where salary counts as much as firepower, though only time will tell as to whether the financial aspects add another dimension to the adventure, or get in the way of it.

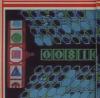
Remember, it's not just your life . . . it's your career that's at



Calling all comrades. This is Karnov, Electric Dreams' conversion of the Data East coinop. In it you play a fire-breathing Russian searching for the lost treasure of Babylon. These shots are from the

Spectrum version and the signs are that ED has done a good job on playability.

Okay, it's time to put the cards on the table. This is Card Sharks, the Accolade game coming from Electronic Arts. You get a choice of games to play, including blackjack and poker. These shots are from the Commodore 64. EA will start dealing the game to you in March.



The Shoot 'Em Up Construction set got the Palace off-shoot label Outlaw off to a flying start, It was offering is Troll, an arcade shoot-'em-up set in a weird world of mirrored images.

Denton Designs, Troll is set in the your own against hordes of fiendish goblins whose only pleasure in life is to send you crashing through one of their









holes into another dimension. You must light off the goblins and use your own supply of escape-holes to jump through the floor to new locations in the search for the means of your escape. At the same time keep an eye on the great wheel of fortune and watch out for the goblins and watch out for the goblins hole over an answer of a cathlogical search of the same watch and the same search for the goblins.

Troll will be available in the early spring for the Commodore 64, Spectrum and Amstrad.

Remember Prohibition from Infogrames, the gangster shoot 'em up released last year? Well the French company has rehashed that basic idea — moving a gunsight around to pick off bad guys hiding in and around buildings — and come up with Lee Enfield. This game is the first of what promises to be a series about this "Time Troubleshooter".

Lee, who apparently has time travel down to a fine art, zips off to the 22nd Century, to rescue his old pal Bill, who is being held by someone or something known as the Yellow Shadow. Quick



reaction and a sure shot eye will be essential. Out soon on the Atari ST — from which this screen shot comes — Amstrad and PC

Welcome to Frightmare, where bad dreams come true and a good night's sleep is unheard of. This is the dead zone where all fears, terrors and phobias are real. So close your eyes and enter Cascade's world of uneasy sleep.

There are four dream worlds to explore, each more terrifying than the last, and you've got eight and a half hours before you wake up again. That's if you survive.

For you will face skulls, spiders, hooded figures, ghosts, bats and grasping hands, serpents, zombies and even Satan. But you can collect weapons to fight back — such as holy water, a watch to slow the well creatures of the night down, a crucifix and revolver. You score by shooting monsters, and picking up chalices. Don't go to sleep or you could

miss the game.





New software house destiny, headed by Francis Lee, the ex-Bayond and Starlight chief, releases it's first titles this month, Teladon and Yeti, both on the Spectrum. Teladon, written by Nick Eatock, author of

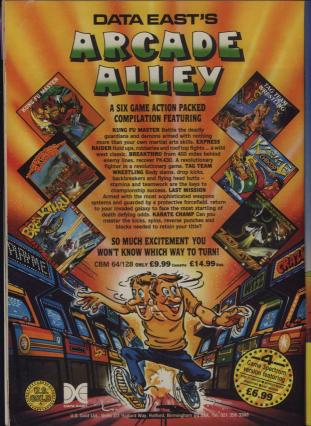
Greyfell and Sorderon's Shadow, is a shoot 'em up with survival as the main aim.
Yeti, is arcade adventure in the snow covered mountains in the Himalayas, in a quest for the mythical snow beast.

The price of both games is £8.95.



Databyte, best known for its American imports — particularly the Spy Vs Spy series — has ventured into Europe for its next release, Task III. It's a space shoot'em up set across 16 levels of play with allen ships to destroy and "deadly" traps to avoid. Task III will be released on the Commodore 64 at £9.95 cassette, and £1.4.95 diand £1.4.95 cassette,

Street Scene.







PAC - the world's most famous computer character is back. There are many imitations but only one original PAC-LAND. This superb conversion of





the internationally famous coin-op is not to be missed.



AVAILABLE ON: SPECTRUM; AMSTRAD; MSX Cassette £8.95. COMMODORE Cassette £9.95; Disk £14.95. ATARI ST; AMIGA £19.95.

You can obtain your copy of PAC-LAND direct from Argus Press Software - Post and packaging FREE! !!

or Phone: 01-439 0666 - our Credit Card Hotline



XENON SPY VS SPY BLACK LAMP

CAPTAIN BLOOD WINTER OLYMPIAD '88

MACH III

TERRAMEX

BRAVESTARR

TRA7

SUBBATTLE SIM ATV SIMULATOR

ZYBEX NIGEL MANSELL

DAN DARE II

INTER'L KARATE ROAD WARS

KRYPTON FACTOR

JET BIKE SIM'



escape from Xenon.
The coin-op will appear under
Mastertronic's Arcadia label
and the ST and Amiga versions





distance to stop you weakening your craft. You can't stay airborne constantly as certain of

huge, beetle-like alien that is

The game has an annoying



need to be cleared.

Some games start off easily and then toughen up after the second level or so. None of this

You are right in the heat of the action from the very start. A third of the way through the

blows allowing you to pass. The ground based domes are

Building your ship is crucial – and fun! Pick up the letters to

ground installation and smiles flight path with cunning smiles

chuckling amongst themselves and saying: "The bastards will never do this."













WHO THE HELL DO

Computer gaming has seen individual programmers hyping themselves as stars before — from zany hippies to child geniuses who are waiting until their seventeenth birthday to step into the shiny new

Porsche, paid for out of last year's royalties. There have been some instances of groups typing themselves. The Bitmap Brothers are one such case. Ask them why they called themselves the Bitmaps and you are likely to get a variety of answers. "It came out of that Beastle Boys song — you know the one that mentions the word brothers, well our name has the word brothers in it too."

Or: "We were going to call ourselves the Big
Mac Brothers but we thought we might get done by
MacDonalds if we did". Even less likely as Steve is

MacDonalds it we did": Even less likely as Steve is a veggie.

The truth, if they haven't forgotten it, is probably nearer to this. Someone come up with the idea here are to the state of the state of the state — they all hated it but it stuck and now they have come round to thinking that it is a pretty unforgettable name and so well worth hanging on to. They are now fiercely Bilmong's to the man. Here

STEVE KELLY

School: Left at sixteen to become a storeman at

Born: In Manchester and now living in London . . .

still speaks Mancunian, though.

Vices: Smoking, nocturnal programming and the consequent afternoon rising, turning the phone off,

slot machines.

Best TV prog: The Prisoner.
Worst TV prog: All soap.

Best computer prog: Missile Command (coin-

op) and Elite.

Worst computer prog: You forget the really bad ones — which is probably just as well.

Most embarrassing experience: Having to explain to an ambulance man how I walked into a scaffolding pole.

Best film: Paris, Texas.

Should software pirates be locked up?: The people who do it for gain, on a vast scale, definitely should be.

Is 8-bit software dead!: Not for a good while. Some 8 bit games are still better than 16-bit games.



THE BITMAP THINK THEY ARE..?

MIKE MONTGOMERY

Age: 31.
Born: Southend-on-Sea, educated at Belfairs School, Leigh-on-Sea.

School, Leign-on-Sed.

Fave food: Red meat and pork sausages from my local butcher with plenty of sawdust in.

Fave drink: Newquoy Steam Bitter.

Fave music: The Beastie Boys, Pink Floyd.

Fave female performer: Stevie Nicks.

Worst female performer: Madanna. Should software pirates be locked up?: No—they should be hung, drawn and quartered. Fave computer game: Virus on the Amiga—if there were no pirates there would be no virus. Fave TV commercial: Thank Crunchy It's Friday

and the Telecom one where that kid phones his aunty after failing all his exams. Should Michelle have had an abortion!:

No.
Are the Amiga and ST the future of computer gaming: No — not in the long term, that's the transputer and whizz chips. In the short term they are certainly far superior to any of the 8-bit machines.

• ERIC MATHEWS

Born: Truro, Cornwall. Age: 25.

Education: BA — Fine Arts, Chelsea School of Art.

Fave artist: Richard Serra — the man who sculptured the huge metal girders at the recently built Broad Street Complex in London.
Fave music: New Order, the Nolans.
Fave game: Invadaload by Richard Aplin.
Should hackers be prosecuted?: No. They should be funded.

What about software pirates?: I would force them to drink St Christopher non-alcoholic lager for the rest of their days.

Fave TV prog: Bulls Eye.
Are there too many soap operas on TV?:

No – bring back Howards Way.
Which soap star would you most like to
spend an evening in the pub with: Jack
Rolfe – Howards' Way.
Fave chocolate bar: Toffee Crisp.

Fave chocolate bar: Toffee Crisp. Worst TV Commercial: Cadbury's Flake, Fave take away: Chicken Tikka Masshala. Are computer game advertisements unnecessarily violent and sexist? Yes. Why don't girls play computer games?: Because the games are too boring. Fave car: Triumph Vitesse Convertible. Competition

Melbourne House is marking the launch of their mega 16 bit shoot 'em up with a chance to win a remote controlled aircraft as a first prize. We'll put you in touch with your nearest club so that you can learn how to fly it — and then take to the skies. Ten runners-up will receive a copy of Xenon — for the ST or Amiga.



HOW TO WIN Answer the following easy-peasy

questions about famous brothers and then tell us what a bit-map is.

> (1) Which famous brothers were the pioneers of the first power driven flight: (a) Wright (b) Wrong (c) Grimm.

(2) Two prominent American politicians were assassinated in the \$ 1960s. They were the brothers: 6 (a) Kennedy (b) Hoover (c) King.

(3) A famous group of brothers became millionaires through hiring suits. What is their surname?

(4) What is a bit-map?

Answers____

Name_____

Computer_____ Entries must reach us by March 15th.



CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

SALE		SALE		SALE		SALE		SALE		SALE	
SPECTRUM SPECIAL O	FFERS	SPECTRUM SPECIAL O	erroe	SPECTRUM SPECIAL	acresa	C64 SPECIAL DET		C84 SPECIAL OFF			_
PLATOON	6.75		5.25	GRANGE HILL	1.99	PLATOON	5.75	JACK THE NIPPER II	2.99	C64 SPECIAL OFFI WERNER	
COMBAT SCHOOL	5.25	DARK SPECTRE	5.25	LEGIONS OF DEATH	4.95	BUGGY BOY	6.75		2.99	THE VIKINGS	1.
RAMPAGE	6.75	THING BOUNCES BACK	2.99	KORRONIS RIFT	1.99	RAMPAGE	6.75	NEMESIS WARLOCK	2.99	WHIRLYNURD	
MATCHOAY II MAGNIFICENT 7	5.25	GREMLIN TO GAMES DARK EMPIRE	5.95	KATTRAP	990	RASTAN	6.25	NEMESIS FINAL CHALLE	UCC 2 00	TEMPLE DE APSHALITRE	1.5
MAGNIFICENT 7	6.95	THRONE OF FIRE	2.99	IMPOSSIBLE MISSION	1.99	OUTRUN	6.75	DEATH WISH III	2.99	TAG TEAM WRESTLING	
DUTRUN THUNDFROATS	6.50	SAMURI	Z.99 2.99	LCUPS.	990	MATCHDAYE	6.25	JUDGE DREAD	1 99	TOMAHAWK	1.5
	5.50	FOOTBALL FRENZY	1.50	SIDE WALK	2.99	COMBAT SCHOOL	6.25	LEADERBOARD FXFC	3.95	TIGER MISSION	99
PSYCHO SOLDIER RASTAN	5.25	LEAGUE CHALLENGE	1.50	NEWESIS THE WARLOOK	1.99	SUPER HANG ON	6.75	LAW OF THE WEST	990	STREET SLIBEER	91
HASTAN BRYZOR	5.25	DOC THE DESTROYER	2 99	QUAZATRON	1.99	SKATE OR DIE	7.95	LORDS OF MIDNIGHT	1.99	HOWARD THE DUCK	91
JACKAL	5.58	SPY V SPY A. ANTICS	2.99	PSI 5 TRADING CO	1.99	PREDATOR	6.95	CHOLD	2.99	POLAR PIER	2.1
STAR WARS	5.50	STARFOX	2.99	PENTAGRAM	99p	STEALTH FIGHTER	10.50	CHALLENGE OF GOBOTS	1.99	HUSTLER	50
BOOT CAMP	6.95	PROHIBITION MICRONAUGHT ONE	2.99	ORBIX THE TERRORBALI	1.99	AIRBOURNE RANGER	10.50	CAVE FIGHTER	500	NOW SAMES 4	2.9
GUNSHIP	6.95	DAN DARF	2.99	NEMESIS FINAL CHALLE		BANGKOK KNIGHTS	6.75	THE CENTURIONS	2.99	MEAN CITY	2.9
NIGEL M. GRAND PRIX	5.95	F.A. CUP87	1.50	STAINLESS STEEL	1.99	OCTAPOLIS	6.75	ELECTION	2.99	MAXTORQUE	2.9
NDIANA JONES	6.50	PUTURE KNIGHT	1.50	SLAPFIGHT	2.99	INTERNATIONAL KARATE		EAGLES	1.99	HARDBALL	1.9
FOOTBALL DIRECTOR	6.50	********		THEY STOLE A WILLION SHOCKMAY RIDER	1.99	DRILLER	10.50	ELECTRAGLIDE	1.99	HIGHWAY ENCOUNTER	99
KULCAN	6.95	* JACK THE NIPPER II	99 +	ACROJET	1.99	720"	6.75	ENIGMA FORCE	50p	MARELE MADNESS	2.9
SCALEXTRIC:	5.95		2.99 +	THE CENTURIONS	2.50	GUNSHIP	10.50	FIFTH QUADRANT	2.99	HOT WHEELS	1.9
PACLAND	6.50		2.99 *	CONTACT SAM CRUISE	1.99	PSYCHO SOLDIER	6.25	FIELD OF FIRE	3.95	FOOTBALLER OF YEAR	2.5
COOTBALL MANAGER III	5.95	* MASKII * MAS OF INVERSE	2.99 *	BRIDE OF FRANKENSTER	1.99	BOBSLEIGH BLITE COLLECTION	6.95	SORCERY	99p	FOOTBALL MANAGER	2.5
SUGGY BOY	5.50			BOUNTY BOR	990	COSMIC CAUSEWAY	10.50 6.75	STARFOX	1.99	FLASH GORDON	99
LITE COLLECTION	10.50		* 89.5	CHALLENGE DE GORDES	2.50	PACLAND	6.95	SARACEN RANARAMA	1.50	FOUR SMASH HITS HEWSON	
SUPER HANG ON	6.75	THANATOS	1.99	CAPTAINKELLY	220	STAR WARS	6.95	OINK	2.50	GRANGE HILL	1.9
PREDATOR	6.95	GUNFRIGHT	990	HEWSON 4 HITS	5.35	GARFIELD	5.95	NOMAD	1.99		
DRILLER	10.50	GUNBUNNER	1 99		0.50	SIDEARMS	6.75	PANTHER		MORE CLEARANCE CASS	
720"	6.50	LEGEND OF KAGE	1.99	FOR MORE CLEARANCE	FINES	FLYING SHARK	6.50	SUPERHUEYII	99p 1.99	& DISKS ON OFFE	8
ACE 2	6.50	LEADERBOARD	2.99	SEE OUR ADVERT	N	MICKE	3.95	SHAQLINS ROAD	2.50	IN FEBRUARY'S ISS OF COMMODORE US	age.
SLAINE	6.50	SUPERCYCLE	2.99	THE MARCH ISSU	E	MAS, OF UNIVERSE MOVE	1 95	TARZAN	2.50 99p	OF COMMODORE US	EH.
BOBSLEIGH	6.95	CATCH23	2.99	OF SINCLAIR USE	1.	MASKI	2.99	STREET SURFER	990		
SALE		SALE		SALE		SALE		SALE		SALE	_
AMSTRAD SPECIAL OF		AMSTRAD SPECIAL OF		The second second	100			SALE		SALE	
AMSTRAD SPECIAL OF	2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POKER	2.99	ATARI ST SPECIAL OF UNIVERSAL MILITARY SI	FFERS	SALE ATARIST SPECIAL OF WORLD GAMES	FERS 10.95	AMIGA SPECIAL DEF	ERS	SPECTRUM +3 DIS	
AMSTRAD SPECIAL OFF ACK THE NIPPER 2 EATH WISHIII	2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POKER NEMESIS THE WARLOOK	2.99	ATAN ST SPECIAL OF UNIVERSAL MILITARY SI GUNSHIP	FFERS W 15.95 15.95	ATARI ST SPECIAL OF WORLD GAMES	10.95	AMIGA SPECIAL OFF SPACE BATTLE	ERS 6.50	SPECTRUM + 3 DIS	10.95
AMSTRAD SPECIAL OFF ACK THE NIPPER 2 EATH WISHIII IASK I	2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POKER NEMESIS THE WARLOOK STRIKE FORCE COBRA	2.99 2.50 1.50	ATANI ST SPECIAL OF UNIVERSAL MILITARY SI GUNSHIP OUTRUN	FFERS M 15.95	ATARI ST SPECIAL OF WORLD GAMES SUPER CYCLE	10.95	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION	ERS 6.50 6.50	SPECTRUM + 3 DIS ACTION FORCE ACE II	10.95
AMSTRAD SPECIAL OFF ACK THE NIPPER 2 EATH WISHIII IASK 1 EN GREAT GAMES	2.99 2.99 2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POKER NEMESIS THE WARLOOK	2.99	ATANI ST SPECIAL OF UNIVERSAL MILITARY SI GUNSHIP OUTRUN OBLITERATOR	FFERS M 15.95 15.95 12.95 15.95	ATARI ST SPECIAL OF WORLD GAMES SUPER CYCLE CRAZY CARS BOULDERDASH CON KIT	10.95 10.95 11.50	AMIGA SPECIAL OFF SPACE BATTLE	ERS 6.50 6.50 6.50	SPECTRUM + 3 DIS ACTION FORCE ACE II CALIFORNIA GAMES	10.95 10.95 9.50
AMSTRAD SPECIAL OFF ACK THE NIPPER 2 (EATH-WISH III MASK I EN GREAT GAMES (Grenita)	2.99 2.99 2.99 5.95	AMSTRAD SPECIAL OF SAM FOX STRIP POKER NEMESIS THE WARLOOK STRIKE FORCE COBRA SLAP FIGHT	2.99 2.50 1.50	ATANI ST SPECIAL OF UNIVERSAL MILITARY SI GURSHIP OUTRUN OBLITERATOR ENDURO BACER	FFERS M 15.95 15.95 12.95 15.95 19.25	ATARI ST SPECIAL OF WORLD GAMES SUPER CYCLE CRAZY CARS BOULDERDASH COWN! SXYFOX	10.95 10.95 11.50	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX	ERS 6.50 6.50 6.50 6.50	SPECTRUM +3 DIS ACTION FORCE ACE II CALIFORNIA GAMES DELLIOF SCRARRI F	10.95 10.95 9.50 12.25
AMSTRAD SPECIAL OFF ACX THE NIPPER 2 EATH WISH III MASK! EN GREAT GAMES (Gremlin) MASK 2	2.99 2.99 2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POINER NEMESIS THE WARLOOK STRIKE FORCE COGRA SLAP FIGHT	2.99 2.50 1.50 3.95	ATAN ST SPECIAL OF UNIVERSAL MILITARY SI GUASHIP OUTFUN OBLITERATOR ENDURO RACER BUSBLE BOBBLE	FFERS M 15.95 15.95 12.95 15.95 10.25 12.95	ATARI ST SPECIAL OF WORLD GAMES SUPER CYTLE CRAZY CARS BOULDERDASH COWNT SKY FOX LIVINGSTONE	10.95 10.95 11.50 9.95 9.95 9.95	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX CHALLENGER CRUNCHER FACTORY SAY FIGHTER	ERS 6.50 6.50 6.50	SPECTRUM + 3 DIS ACTION FORCE ACE II CALIFORNIA GAMES	10.95 10.95 9.50 12.25 13.95
AMSTRAD SPECIAL OFF ACK THE MIPPER 2 EATH WISH III ASK 1 EN GREAT GAMES (Gremin) MASK 2 MASTERS OF UNIV.	2.99 2.99 2.99 5.95 3.95	AMSTRAD SPECIAL OF SAM FOX STRIP POWER NEMESIS THE WARLOO STRIKE FORCE COBRA SLAP FIGHT AMSTRAD DISKS BRIDE OF FRANKENSTEIN	2.99 2.50 1.50 3.95	ATAN ST SPECIAL OF UNIVERSAL MILITARY SI GUNSHIP GUTRUN OBLITERATOR ENGURO RACER BUBBLE BOBBLE BUBBLE BOBBLE BUACK LAMP	FFERS M 15.95 15.95 12.95 15.95 18.25 12.95 15.95	ATARI ST SPECIAL OF WORLD GAMES SUPER CYCLE CRACY CARS BOULDERDASH CON KIT SKY FOX. LIVINGSTONE LITTLE COMPUTER PEOPLE	10.95 10.95 11.50 9.95 9.95 9.95 12.95	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX CHALLENGER CRUNCHER FACTORY SKY FIGHTER GRID START	ERS 6.50 6.50 6.50 6.50 6.50	SPECTRUM +3 DIS ACTION FORCE ACE II CALIFORNIA GAMES DELLIXE SCRABBLE DRILLER	10.95 10.95 9.50 12.25 13.95 10.95
AMSTRAD SPECIAL OFF ACK THE NIPPER 2 EATH WISHIII IASK I EN GREAT GAMES (Gremin) IASK 2 IASTERS OF UNIV. THE MOUSE	2.99 2.99 2.99 5.95 3.95 3.95	AMSTRAD SPECIAL OF SAM FOX STRIP POKER NEMESIS THE WARLOCK STRIKE FORCE COBRA SLAP FIGHT AMSTRAD DISKS BRIDE OF FRANKENSTEIN COSMIC SHOCK ABSORRIE	2.99 2.50 1.50 3.95 5.95 4.95	ATAN ST SPECIAL OF UNIVERSAL MILITARY SI GUNSHIP OUTRUN OBLITERATOR ENGURO RACER BUBBLE BOBBLE BLACKLAMP LEATHERNICK'S	FFERS M 15.95 15.95 12.95 15.95 10.25 12.95 15.95 13.95	ATARI ST SPECIAL OF WORLD GAMES SUPER CYCLE CRAZY CARS BOULDERDASH CON WIT SKY FOIX LIVINGSTONE LITTLE COMPUTER PEOPLE BLACK CAULDRON	10.95 10.95 11.50 9.95 9.95 9.95 12.95 12.95	AMIGA SPECIAL DEF SPACE BATTLE DEMOLITION PHALANX CHUNCHER FACTORY SKY FIGHTER GRID START THAI BOXING	ERS 6.50 6.50 6.50 6.50 6.50 9.95	SPECTRUM + 3 DIS ACTION FORCE ACE II CALIFORNIA GAMES DELLIXE SCRABBLE DRILLER EYE	10.95 10.95 9.56 12.25 13.95 10.95 6.95
AMSTRAD SPECIAL OFF ACX THE NIPPER 2 (EATH WISH III) MASK! (Gremin) MASK 2 (ASTERS OF UNIV. THE MOVIE HOLD	2.99 2.99 2.99 5.95 3.95 3.95 2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POWER NEMESIS THE WARLOCK STRINE FORCE COBRA SLAP FIGHT AMSTRAD DISKS BRIDE OF FRANKENSTEIN CÓSMIC SHOCK ABSORBE ATRIVACE.	2.99 2.50 1.50 3.95 5.95 4.95 4.95	ATANI ST SPECIAL OF UNIVERSAL MILITARY SI GUNSHIP OUTRUN OBUITERATOR ENQUINO RACER BURBLE BORBLE BLACK LAMP LEATHERNECK STANSLEROOOD	FFERS M 15.95 15.95 12.95 15.95 18.25 12.95 13.95 13.95	ATARI ST SPECIAL OF WORLD GAMES SUPER CYCLE CHAZY CARS BOULDERDASH CON WI SKY FOX LIVINGSTONE LITTLE COMPUTER PEOPLE BLACK CAULDRON SILCON DEFAMES	10.95 10.95 11.50 9.95 9.95 9.95 12.95 12.95 11.95	AMIGA SPECIAL DEF SPACE BATTLE DEMOLITION PHALLANX CHALLENGER CRUNCHER FACTORY SAY FIGHTER GRID START THAI BOXING FINAL TRIP	ERS 6.50 6.50 6.50 6.50 6.50 9.95 9.95 9.95 9.95 6.50	SPECTRUM +3 DIS ACTION FORCE ACE II CALIFORNIA GAMES DELLIXE SCRABBLE DRILLER EYE FOOTBALL MANAGER GAMELSET & MATCH GAMELSET & MATCH	10.95 10.95 9.56 12.25 13.95 10.95 6.95 12.95
AMSTRAD SPECIAL OFF ACK THE NIPPER 2 (EATH WISH III) ACK! I FIN GREAT GAMES (Gremin) ACK! 2 MASTERS OF UNIV. THE MOVIE HOUSE TICHOOL OND MASTERS OF UNIV.	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50	AMSTRAD SPECIAL OF SAM FOX STRIP POWER NEMESISTHE WARLOOK STRINE FORCE COBRA SLAP FIGHT AMSTRAD DISKS BRIDE OF FRANKENSTEIN COSMIC SHOOK ABSORBE AIRWOLF BRIDGE	2.98 2.50 1.50 3.95 5.95 4.95 4.95 7.95	ATANI ST SPECIAL OF UNIVERSAL MILITARY SI GUNSHIP OUTBLIN OBLITERATOR ENDURO RACER BURBLE BUR	FFERS M 15.95 15.95 12.95 12.95 18.25 18.25 12.95 13.95 13.95 10.50	ATARI ST SPECIAL OF WORLD GAMES SUPERICYCLE CRAZY CARS BOULDERDASH CON WI SKY FOX LIVINGSTONE LITTLE COMPUTER PEOPLE BLACK CAULDRON SILICON ONEANS JEWIELS OF DARKNESS	10.95 10.95 11.50 9.95 9.95 9.95 12.95 12.95 11.95 11.95	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX CHALLENGER CHUNCHER FACTORY SKY FIGHTER GRID START THAI BOXING FINAL TRIP VADERS	ERS 6.50 6.50 6.50 6.50 6.50 9.95 9.95 9.95 9.95 6.50 6.50	SPECTRUM +3 DIS ACTION FORCE ACE II CALIFORNIA GAMES DELLIKE SCRABBLE DRILLER EYE FOOTBALL MANAGER GAME. SET & MATCH	10.95 10.95 9.56 12.25 13.95 10.95 6.95 12.95 9.56
AMSTRAD SPECIAL OFF ACK THE RIPPER 2 EATH WISH III AASK 1 EN GREAT GAMES (Grenin) AASK 2 MASTERS OF UNIV. THE MOVIE HOLD OWBAT SCHOOL BILLER	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50	AWSTRAD SPECIAL OF SAM FOX STRIP POXES NEMESIS THE WARL OF STRIKE FORCE COBRA SLAP FIGHT AWSTRAD DISKS BRIDE OF FRANKINSTEIN COSMIC SHOCK ABSORBE AIRWOLF BRIDGE 30 STUNT BOIR	2.98 2.50 1.50 3.95 5.95 4.95 4.95 7.95 4.95	ATANI ST SPECIAL ON UNIVERSAL MILITARY SI GUISSHP GUISSHP GUITRUM OBLITERATIOR ENDURO RACER BUJBLE BOBBLE BUJBLE BOBBLE BUJBLE BOBBLE BUJBLE BOBBLE BUJBLE BOBBLE BUJBLE BOBBLE BUJBLE BUJBLE STARIGLEWOOD RAMPAGE STAR WARB	FFERS M 15.95 15.95 12.95 15.95 15.95 16.25 16.95 17.95 17.95 17.95 17.95 17.95	ATARIST SPECIAL DE WORLD GAMES SUPER CYCLE CARS BOULDERDASH COWNT SKY FOX LIVINGSTONE LITILE COMPUTER PEOPLE BLACK CAULD ROW SIL ICON OREAMS JEWELS OF DAPANKESS TEE UP GOLD.	10.95 10.95 11.50 9.95 9.95 9.95 12.95 12.95 11.95 11.95 11.95	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX CHALLENGER CRINCHERFACTORY SKY FIGHTER GRID START THAI BOXING FINAL TRIP VADERS DEFRILIT	ERS 6.50 6.50 6.50 6.50 9.95 9.95 9.95 6.50 6.50 6.50	SPECTRUM + 3 DIS ACTION FORCE ACE II CALIFORNIA GAMES DELLORE SCRABBLE DRILLER EYE FOOTBALL MANAGER GAME. SET & MATCH GUINNILET GUINSHIP INTERNATIONAL KARAT	10.95 10.95 9.56 12.25 13.95 10.95 6.95 12.95 9.56 9.56
AMSTRAD SPECIAL OFF ACX THE MIPPER 2 IEATH WISH III AGXXI EN GREAT GAMES (Germin) AGXXI THE MOVIE HOLD OWBAT SCHOOL BILLER SCAPE SINGES CASTLE	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50 0.50 2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POWER NEMESIS THE WARL LOD STRIKE FOREC COGRA SLAP PIGHT AMSTRAD DISKS BRIDE OF FRANKENSTEIN COSMIC SHOCK ASSORBE AIRWOLF BRIDGE SO STUMF RIDER KUNG FUNDER KUNG FUNDER KUNG FUNDER STRIP OF THE	2.99 2.50 1.50 3.95 4.95 4.95 4.95 4.95 3.95	ATANI ST SPECIAL ON UNIVERSAL MILITARY SI QUISSIPP QUITRUM OBLITERATOR ENDURG RACER BUABLE BOBBLE BUADLA LAMP LEATHERMECK S TANGLEWOOD RAMPAGE STAR WARS SODE: GRAND PRIX	FFERS M 15.95 15.95 12.95 10.25 12.95 13.95 13.95 10.95 10.95 10.95 10.95 10.95	ATARI ST SPECIAL OF WORLD GAMES SUPER CYCLE CARLY CARS BOULDERDASH CON WI SOY FOX LIVINGSTONE LIVINGSTONE UTILE COMPUTER PEOPLE BLACK CALL DROW SIL ICON DREAMS SILVELS OF DARMINES TEE UP GOUT HOLL YWOOD HUNKY	10.95 11.50 9.95 9.95 9.95 12.95 11.95 11.95 11.95 19.95 9.90	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX CHALLENGER CRUNCHER FACTORY SKYTGHTER GRID STARIT THAI BOXNIG FINAL TRIP VADERS DR FRIUT DEADLINE	ERS 6.50 6.50 6.50 6.50 9.95 9.95 9.95 6.50 6.50 6.50	SPECTRUM + 3 DIS ACTION FORCE ACL II CALIFORNIA GAMES DELLUS SORABBLE DRILLER EYE FOOTBALL MANAGER GAME. SET & MATCH GAUNTLET GUINSHIP INTERNATIONAL KARAT LIVE AMMO	10.95 10.95 9.56 12.25 13.95 10.95 6.95 12.95 9.56 9.56 10.95
AMSTRAD SPECIAL OFF ACX THE NIPPER 2 EATH WISH III AGSK! EN GREAT GAMES (Govenial) AGSK? AGSTERS OF UNIV. THE MOVIE HOLD OMBAT SCHOOL RILLER SCAPE SINGES CASTLE UTURE KNIGHT	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50	AMSTRAG SPECIAL OF SAM FOX STRIP POKER NEMESIS THE WIRLD'S STRIPE FORCE COGRA SLAP FIGHT AMSTRAD DISKS BRIDE OF FRANKENSTEIN COSMIC SHOCK ASSORBE ALFWOLF BRIDGE 30 STULYT RIDER KUNG FU MASTER HEARTLAND	2.99 2.50 1.50 3.95 4.95 4.95 4.95 4.95 3.95 3.95	ATABL ST SPECIAL OR UNIVERSAL MILITARY SI QUASHIP OUTBLIN OBLITERATIOR EMOUND RACER BURBLE BORGLE BURBLE BORGLE BURBLE BORGLE TARGLE RIVOO RAMPAGE STAR WARD SOOC GRAND PRIX QUANTUM PAINT BOX	FFERS M 15.95 15.95 12.95 12.95 10.25 12.95 13.95 10.95 10.95 10.95 12.95 12.95 12.95	ATABLIST SPECIAL DE WORLD GAMES SUPER CYCLE CORATY CARS BOULDERDASH COWNT SKYFOX. LIVINGSTORE LIVINGSTORE LIVINGSTORE LIVINGSTORE LIVINGSTORE SLICON DEFAMS JEWELS OF DARKNESS TEE UP GOUT HOLLY WOODD HURKY STRANDOWNERS.	10.95 10.95 11.50 9.95 9.95 9.95 12.95 11.95 11.95 11.95 11.95 9.50 9.50	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANK CHALLENGER CRUNCHERFACTORY SKYTBIGHTER GRID START THA BOOMS FINAL TRIP VADERS DE FRUIT DEADLINE SONCEROR	ERS 6.50 6.50 6.50 6.50 8.50 9.95 9.95 9.95 6.50 6.50 9.50 9.50	SPECTRUM + 3 DIS ACTION FORCE ACI II CALIFORNIA GAMES DELLINE SCRABBLE DEILLER POOTBALL MANAGER GAME, SET & MATCH GUINSHIP INTERNATIONAL KARAT LIVE AMMO MAGNIFICENT?	10.95 10.95 9.56 12.25 13.95 10.95 6.95 12.95 9.56 9.56 10.95 10.95 10.95 10.95
AMSTRAD SPECIAL OFF ACK THE MIPPER 2 IEATH WISH HII ACKY I EN GREAT GAMES (Germin) AGSK2 THE MOVIE HOLD HOLD HOLD HOLD SCAPE SINGES CASTLE UTURE KMICHY ALL BREAK	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50 0.50 2.99 2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POWER NUMBERS THE WARL LOD STRIKE FORE COBRA SLAP FIGHT AMSTRAD DISKS BRICE OF FRANKHSTEIN CUSMIC SHOCK ABSORBE AIRWALL FROM THE FROM THE FIRST STRIP FIRST AMSTRAD FOR STRIP FIRST AMSTRAD THE FIRST AMSTRAD SPECIAL FIRST AMSTRAD SO VOICE CHESS	2.99 2.50 1.50 3.95 4.95 4.95 4.95 4.95 3.95 3.95 7.95	ATARI ST SPECIAL ON UNIVERSAL MILITARY SI QUISSIMP QUITRUM OBLITERATOR ENDURO RACER BUBBLE BOBBLE BUADK LAMP LEATHERNECK'S TANGLEWOOD RAMPACE STAR WARS QUANTUM PAINT BOX SPACE QUEST SPACE QUEST CONTROL OF CONTROL OF CON	FFERS M 15.95 15.95 12.95 10.25 10.25 10.25 10.50 10.5	ATARI ST SPECIAL OF WORLD GAMES SUPER CYCLE CARLY CARS BOULDERDASH CON WI SKY FOX LIVINGSTONE LITTLE COMPUTER PROPULE BLACK CALL DRON SIL LCON DREAMS TEE UP GOUF HOLL WOOD HUNK STRAINDAFALL OUTTHROADS	10.95 10.95 11.50 9.95 9.95 9.95 12.95 11.95 11.95 11.95 11.95 9.50 9.50 9.50	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX CHALLENGER CRUNDLES FACTORY SKY FIGHTER GRID START THAI BODING FINAL TRIP VACEAS DR FRUIT DEAULINE SORCEROR	ERS 6.50 6.50 6.50 6.50 9.95 9.95 9.95 6.50 6.50 9.50 9.50 9.50	SPECTRUM + 3 DIS ACTION FORCE ACL II CALIFORNIA GAMES DELLUK SOCABBLE DRILLER EYE FOOTBALL MANAGER GAME. SET & MATCH GAUNTLET GUINSHIP INTERNATIONAL KARAT LUYE AMMO MAGMIRICENT? THE PAIMY	10.95 10.95 9.56 12.25 13.95 10.95 6.95 9.56 9.56 10.95 12.95 10.95 12.95 12.95
AMSTRAD SPECIAL OFF ACK THE NIPPER 2 BEATH WISHIII AGNORIS (General) (General) AMSTERS OF UNIV. THE MOVIE: HOLD COMBAT SCHOOL FIRLLER SCAPE SINGES CASTLE UTUBE KMICHT ALL BREAK	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50 0.50 2.99 2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POKER NEMESIS THE WRISTS STRIKE FRIEC COGRA SLAP FIGHT AMSTRAD DISKS BRIDE OF FRANCHISTEIN COSMIC SHOCK ASSORBE ALFWOLF BRIDGE 30 STULY FIDER KLIMG FU MASTER HEARTLAND 30 VOUCE CHESS WARLOCK	2.99 2.50 1.50 3.95 4.95 4.95 4.95 3.95 3.95 3.95 7.95 5.95	ATANI ST SPECIAL DE UNIVERSIL MILITARY SI QUASHIP OUTRUM OBLITERATION ENDURO RACER BURBLE BORBLE BURBLE BORBLE BURBLE BORBLE BURBLE BORBLE TANGLE WOOD RAMPAGE STAR WARD SPACE QUEST 2 STAR THAN STAR THE	FFERS M 15.95 15.95 15.95 15.95 16.25 12.95 13.95 10.90 12.95 12.95 12.95 12.95 12.95 12.95	ATABLET SPECIAL OF WORLD GAMES SUPER CYCLE ORACY CARS BOULDERDASH CONKIT SKY FOX. LIVINGSTONE LIVINGSTONE LIVINGSTONE LIVINGSTONE LIVINGSTONE LIVINGSTONE SULCDO DEAMS OF DANNESS OF DANNESS STRAINDARK STRAINDARKS STRAINDARKS	10.95 10.95 11.50 9.95 9.95 12.95 11.95 11.95 11.95 9.50 9.50 9.50	AMICA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANK CHALLENGER CRINICHER FACTORY SKY FIGHTER GRID START THA BOXNIG FINAL TRIP VADERS DE FRILIT DEADLINE SONCEROR HACKER II STATIONFALL	6.50 6.50 6.50 6.50 6.50 6.50 9.95 9.95 6.50 6.50 9.50 9.50 9.50	SPECTRUM + 3 DIS ACTION FORCE ACE II CALIFORNIA GAMES DELIDES SCRABBLE DELLIER EYE FOOTBALL MANAGER GAME, SET 8 MATCH GUINSTEP GUINSTEP INTERNATIONAL KARAT LIVE AMMO MAGNIFICENT? THE PANW REMEDICENT? THE PANW REMEDICENT?	10.95 9.56 12.25 13.95 10.95 6.95 12.95 9.56 9.56 10.95 12.95 12.95 12.95
AMSTRAD SPECIAL OFF ACX THE INFPERZ EATH WISH IN AGX IN GREAT GAMES (Gornin) AGX IN GREAT GAMES (Gornin) AGX IN GREAT GAMES (MASTERS OF UNIV. THE MOVIE HALL OF GAMES CASTLE UTILIER KINGET ALL BREAK EMESSES FINAL CHALLENGE ALTO DOMY?	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50 10.50 2.99 2.99 2.99 2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POKER NEMESIS THE WRISTS STRIKE FRIEC COGRA SLAP FIGHT AMSTRAD DISKS BRIDE OF FRANCHISTEIN COSMIC SHOCK ASSORBE ALFWOLF BRIDGE 30 STULY FIDER KLIMG FU MASTER HEARTLAND 30 VOUCE CHESS WARLOCK	2.99 2.50 1.50 3.95 4.95 4.95 4.95 4.95 3.95 3.95 7.95 5.95 10.50	ATANI ST SPECIAL DI UNIVERSAL MILITARY SI GUNSHIP OUTHUN OBLITERATOR ENDURO RACER BURBLE BODBLE BURBLE BODBLE BURBLE SODBLE BURBLE SODBLE BURBLE SODBLE BURBLE SODBLE BURBLE SODBLE STAR WARS SODE: GRAND PRIX DURANTUM PRINT BOX SPACE QUEST STAR TREK CHOPPER X	FFERS M 15.95 15.95 15.95 15.95 12.95 12.95 13.95 13.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95	ATABLST SPECIAL OF WORLD GAMES SUPER CYCLE CRAZY CARS BOULDERDASH CONVOLUTION OF THE COMPUTER FORE LITTLE COMPUTER FORE LACK CALL OF DARMONESS TEE UP GOU! THE CALL OF THE CAL	10.95 10.95 11.50 9.95 9.95 12.95 11.95 11.95 11.95 9.50 9.50 9.50 9.50	AMICA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX CHALLENGER CRUNCHER FACTORY SXY FIGHTER THAI BOXNIO FINAL TRIP WADERS DR FRUIT DEADLINE SORCEROR HACKER II STATIONFALL ENCHANTER	6.50 6.50 6.50 6.50 6.50 8.50 9.95 9.95 6.50 6.50 9.50 9.50 9.50	SPECTRUM + 3 DIS ACTION FORCE ACIT II CALIFORNIA GAMES DELLIDRE SORABBLE DRILLER FYE FOOTBALL MANAGER GAME. SET 8 MATCH GAUNTLET GUISHIP INTERNATIONAL KARAT LIVE AMMO MAGANIFICENT? THE PAWN FENEGADE THUNDERGATS	10.95 10.95 9.55 12.25 13.95 6.95 12.95 9.56 10.95 12.95 10.95 12.95 12.95 12.95 12.95 12.95 12.95
AMSTRAD SPECIAL DEFI ACK THE NIPPER 2 EATH WISHIII AGK! THE GEAT CAMES (Greening Committee (Greening Committee NIPPER COMMITTEE THE MOVIE NILLER ALL BREAK EMESS PIANAL CHALLENGE EMESS PIANAL CHALLENGE ENTERPRISED PROPERTY	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50 10.50 2.99 2.99 2.99 2.99	AMSTRAD SPECIAL OF SAM FOX STRIP POISES NEMESIS THE WARL DO STRIKE FORCE COBRA SLAP FIGHT BRICE OF FHAMMENSTEIN COSMIC SHOCK ASSOME AIRWALE SPECIAL THOMAS SPECIAL THOMAS S	2.99 2.50 1.50 3.95 4.95 4.95 4.95 3.95 3.95 7.95 5.95 10.50 7.95	ATARIST SPECIAL DE UNIVERSAL MILITARY SI GUASHIP OUTHUN OBLITERATOR ENDURO RACER BUARK LAMP LEATHERMECK STARGARE WARMS STAR WARMS PROX SOLATION PRINT DIX SPACE QUESTI START THE CHIEST START S	FERS M 15.95 15.95 15.95 12.95 10.25 12.95 13.95 13.95 13.95 10.50 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95	ATABLST SPECIAL DE WORLD GAMES SUPER CYCLE CRAFT CARS BOULDE FROAT CARS BLACK CALL DROW SILLOW DIREAMS SILLOW DIREAMS SILLOW DIREAMS CONTROL OF CARS	10.95 10.95 11.50 9.95 9.95 12.95 11.95 11.95 11.95 9.50 9.50 9.50 9.50 9.50	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANX CHALLENGER CRINCHEFFACTORY SKYPIGHTER GRID START THAI BOXNIG FINAL TRIP WALERS DR FRILINE SONCERN STATIONALL ENCHANTER ENCHANTER	6.50 6.50 6.50 6.50 6.50 6.50 9.95 9.95 6.50 6.50 9.50 9.50 9.50 9.50	SPECTRUM +3 DIS ACTION FORCE ACTION FORCE ACTION FORCE ACTION FORCE ACTION FOR ACTION FO	10.95 10.95 9.50 12.25 13.95 6.95 12.95 9.56 10.95 12.95 10.95 12.95 10.95 10.95 10.95
AMSTRAG SPECIAL OF ACK THE RIPPER 2 EATH WISHINI AGAN! THE GREAT GAMES (Greenla) AGANZ AGA	2.99 2.99 2.99 5.95 3.95 3.95 3.95 6.50 2.99 2.99 2.99 2.99 2.99 2.99 2.99 2.9	AMSTRAD SPECIAL OF SAM FOR STRIP PRINER MINISTS THE WARE LOS STRIP EN GARDEN STRIP PRINER SAM FOR STRIP PRINER SAM FOR STRIP PRINCE STRIP SAM FOR STRIP PRINCE SAM FOR STRIP SAM FOR S	2.99 2.50 1.50 3.95 5.95 4.95 7.95 4.95 7.95 5.95 10.50 7.95 5.95 4.95	ATAM ST SPECIAL ON UNIVERSE MILITARY SI GUISVIPP OLUTRUM ON UTERN OUT	FFERS M 15.95 15.95 12.95 12.95 12.95 13.95 13.95 13.95 10.95 12.9	ATAN ST SPECIAL OF WORLD GAMES SUPPR CYCLE CRAFT CARS BOULDERGASH CON WIT SHOULD SHARE SHOULD SHARE CONTROL SHARE CARS SHARE CARS SHARE CARS SHARE CARS SHARE CARS SHARE CARS CARD DREAMS SHARE CARS CARD DREAMS STEAT CARS SHARE CARS CARD CARD SHARE CARS CARD CARD SHARE CARS CARD CARD CARD CARD CARD CARD CARD CARD	10.95 10.95 11.50 9.95 9.95 12.95 11.95 11.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50	AMICA SPECIAL OFF SPACE BUTTLE DEMOLITION DEMOLITION PHALANX OHALLENGER CRUICHEFFECTORY SMACH THAN ECONO FINAL TRIP WADERS DR FRUIT DEADLINE STATIONFALL ENCINCENTER STATIONFALL STATIONFALL SUSPICET PORTAL	6.50 6.50 6.50 6.50 6.50 9.95 9.95 6.50 6.50 9.50 9.50 9.50 9.50 9.50	SPECTRUM +3 DIS ACTION FORCE ACTION A CAMES DELLUX SORABBLE DRILLES POUR SEA SAME FOOTBALL MANAGER GAMES SET & MATCH GAMESTER GAMESTER THE FOOTBALL MANAGER GAMESTER INTERNATIONAL MARKE INVE AMMO MAGINICIST TO THE FRAME RENGOLDE THE PARKE WORLD CLASS LI BOARD TAIL PARKE	10.9 9.5 12.2 13.9 10.9 6.9 12.9 9.5 12.9 10.9 12.9 10.9 12.9 10.9 10.9 10.9 10.9 10.9 10.9 10.9 10
AMSTRAO SPECIAL OF ACK THE RIPPER 2 EATH WISH III ASCKI III HE GREAT CAMES (Overhis) ASCE COUNTY ASCE COUNTY MSCE COUNTY MSCE MSCE COUNTY MSCE COUNTY	2.99 2.99 2.99 5.95 3.95 3.95 2.99 6.50 2.99 2.99 2.99 2.99 6.50 3.95 2.99 2.99 2.99 2.99 2.99 2.99	AMSTRAD SPECIAL OF SAM FOR STRIP PORCE. MINISSIST THE WARE LOS STRINE PORCE COBRA SLAP FIGHT MASTRAD DIREC BRIDGE CHEMINESTER MANUAL FOR MASTRAD BRIDGE CHEMINESTER MUNICE MASTRAD BRIDGE CHEMINESTER MUNICE CHESS MUNICE CHESS MATCHANCE CHES	2.99 2.50 1.50 3.95 5.95 4.95 7.95 4.95 7.95 5.95 10.50 7.95 5.95 4.95	ATARIST SPECIAL DE UNIVERSAL MILITARY SI GUASHIP OUTHUN OBLITERATOR ENDURO RACER BUARK LAMP LEATHERMECK STARGARE WARMS STAR WARMS PROX SOLATION PRINT DIX SPACE QUESTI START THE CHIEST START S	FFERS W 15.95 15.95 12.95 12.95 12.95 12.95 13.95 13.95 10.95 12.95 12.95 12.95 12.95 12.95 12.95 14.95 14.95 14.95 14.95 14.95	ATANIST SPECIAL OF WORLD GAMES SUPPER CYCLE CARE BOULDERGASH CON WITH SOUTH CONTROL OF COMMITTEE CARE CARE CARE CARE CARE CARE CARE CA	10.95 10.95 11.50 9.95 9.95 12.95 12.95 11.95 11.95 10.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50	AMICA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANS CHALLENGER CRUINCHEFFACTORY SKYL THAIR EDONIG FINAL TSIP VACERS DEFRALE SCALLER SCAL	6.50 6.50 6.50 6.50 6.50 9.95 9.95 9.95 6.50 6.50 9.50 9.50 9.50 9.50 9.50 9.50	SPECTRUM - 3 DIS ACTION FORCE ACT IN FORCE CALIFORNIA GAMES DELLUZ SCRABBLE DRILLER FOOTBALL MANAGER GAMES SET A MATCH GAMES SET A MATCH MACHIFICANT 7 MACHIFICANT 7	10.95 10.95 9.56 12.25 13.95 10.95 6.95 12.95 9.56 10.95 10.95 10.95 10.95 9.50 10.95
AMSTRAG SPECIAL OF ACK THE RIPPER 2 EATH WISHINI AGAN! THE GREAT GAMES (Greenla) AGANZ AGA	2.99 2.99 2.99 5.95 3.95 2.99 6.50 2.99 2.99 2.99 2.99 2.99 6.50 3.95 1.99	AMSTRAD SPECIAL OF SAM FOX STRIP PORCE. MEMBESS THE MISCESS THE MISCESS THE MISCESS THE MISCESS THE MISCESS THE MISCESS THREE COBRA- SAMPTIME CORRECTIONS OF THE MISCESS THREE CORRECTIONS OF THE MISCESS THREE CORRECTIONS OF THE MISCESS THREE	2.99 2.50 1.50 3.95 4.95 4.95 4.95 3.95 3.95 7.95 3.95 7.95 5.95 10.50 7.95 5.95 6.95	ATAMS ST SPECIAL DR UNIVERSE, MILITARY SI OUNSHIP OUTHUR OR OUT THE ST ST SPECIAL OR OUT THE ATAMS OUT THE ST	FFERS M 15.95 15.95 12.95 12.95 12.95 13.95 13.95 13.95 10.95 12.9	ATANIST SPECIAL OF WORLD GAMES SUPPER CYCLE CARE BOULDERGASH CON WITH SOUTH CONTROL OF COMMITTEE CARE CARE CARE CARE CARE CARE CARE CA	10.95 10.95 11.50 9.95 9.95 12.95 12.95 11.95 10.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANIC PHALANIC CRUCKHER FACTORY SKYFIGHTER GRIDS SHAFT MACRES DAS FRANCE BANGERS DE FRUIT DEADLINE SPACES BANGERS	6.50 6.50 6.50 6.50 8.50 9.95 9.95 9.95 6.50 6.50 9.50 9.50 9.50 9.50 9.50 9.50	SPECTRUM - 3 DIS ACTION FORCE ACTION FORCE ACTION FORCE CAUFORN ACTION FORCE CAUFORN ACTION FORCE CAUFORN ACTION FORCE CAUFORN ACTION FOR ACTIO	10.95 10.95 12.25 13.95 10.95 6.95 12.95 9.56 10.95 12.95 10.95 10.95 10.95 10.95 9.50 10.95 10.95 10.95 10.95 10.95
AMSTRAG SPECIAL OF ACK THE RIPPER 2 EATH WISHINI AGACH IN GREAT CAMES (Greenin) ME GREAT CAMES (Greenin) ME GROVE ME GREAT ME GROVE ME GROVE ME GREAT ME GRE	2.99 2.99 2.99 3.95 3.95 2.99 2.99 2.99 2.99 2.99 2.99 2.99 2	AMSTRAD SPECIAL OF SAM FOR STRIP PRICE. IN SAM FOR STRIP SAM FOR SAM F	2.99 (2.50 1.50 3.95 5.95 4.95 7.95 4.95 7.95 5.95 10.50 7.95 5.95 10.50 7.95 6.95 8.95 8.95 7.95 7.95 7.95 8.95	ATAMS ST SPECIAL DIS UNIVERSITY STATEMENT SI UNIVERSITY SI	FFERS M 15.95 16.95 16.9	ATAMIST SPECIAL DE WORLD GAMES SUPPER CYCLE CONTROL CARS SUPPER CYCLE CONTROL CARS SUCCESSARIA CON MIT CARS SUCCESSARIA CON CARS SUCCESSARIA CON CARS SUCCESSARIA CONTROL C	10.95 10.95 11.50 9.95 9.95 12.95 12.95 11.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	AMIGA SPECIAL OFF SPACE BATTLE ODMOLITION PHALANK PHALANK PHALANK GROSTART THAI BOSMO FINAL TRIP HANAL TRIP HANAL TRIP HANAL TRIP HANAL TRIP HANAL TRIP PHANAL TRIP HANAL TRIP H	6.50 6.50 6.50 6.50 6.50 6.50 9.85 9.85 6.50 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	SPECTRUM - 3 DIS ACTION FORCE ACTION FORCE ACTION FORCE CALIFORN GAMES DELUCE SCRABBLE DELUCE SCRABBLE FOR STATE OF THE ST	10.95 10.95 9.56 12.25 13.96 10.95 9.56 12.96 9.56 10.95 10.95 10.95 10.95 10.95 10.95 10.95 10.95 10.95 10.95 10.95
AMSTRAO SPECIAL OFF ACK THE RIPPER 2 EARTH WISHIN I ACK II IN GREAT GAMES (GO) IN GO) IN GREAT GAMES (GO) IN GO) IN GREAT GAMES (GO) IN GO) IN GO) IN GO (GO) IN GO) IN GO) IN GO (GO) IN GO) IN GO) IN GO (GO) IN GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO (GO) IN GO) IN GO)	2.99 2.99 2.99 2.99 5.95 3.95 3.95 3.95 6.50 6.50 2.99 2.99 2.99 2.99 6.50 5.95 5.95 5.95 5.95 5.95 5.95 5.95 6.95 5.95 5	AMSTRAD SPECIAL OF SAM FOR STRIP PORKER OF SAM FOR STRIP PORKER OF STRIP SAM STRIP STR	2.98 (2.50 1.50 3.95 4.95 4.95 4.95 3.95 4.95 3.95 7.95 5.95 10.50 7.95 6.95 6.95 7.95 6.95 7.95	ATAME ST SPECIAL DE UNIVERSE, MILITARY SI GUNSHIP CUTRATO DE UNIVERSE, MILITARY SI GUNSHIP CUTRATO BENEROLE BENERO RECEPTO DE UNIVERSE PER CONTROLE BENEROLE BENEROLE BENEROLE BENEROLE BENEROLE SI SANCIE SE SOCIO GRAND PROCESSA DE L'ARRICLE SOCIO DE L'ARRICLE SI STACTURE DE L'ARRICLE SI SI STACTURE DE L'ARRICLE SI SI STACTURE DE L'ARRICLE SI SI STACTURE DE L'ARRICLE DE L'ARRICLE SI SI STACTURE DE L'ARRICLE	FFERS M 15.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 12.95 14.95 14.95 15.95 14.95 15.9	ATAMIST SPECIAL DE WORLD GAMES SUPPER CYCLE CHAPTE CARS SUPPER CYCLE CHAPTE CHA	10.95 10.95 11.50 9.95 9.95 12.95 12.95 11.95 10.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION PHALANIC PHALANIC CRUCKHER FACTORY SKYFIGHTER GRIDS SHAFT MACRES DAS FRANCE BANGERS DE FRUIT DEADLINE SPACES BANGERS	6.50 6.50 6.50 6.50 6.50 9.95 9.95 9.50 9.50 9.50 9.50 9.50 9	SPECTRUM - 3 DIS ACTION FORCE ACT IN FORCE ACT IS EVAN GAMES OF THE ACT	10.99 9.50 12.22 13.80 10.90 9.50 10.90 9.50 10.90 9.50 10.90 9.50 10.90 9.50 10.90 9.50 112.91 10.90 9.50 112.91 10.90 9.50 112.91 10.90 9.50 112.91 10.90 9.50 112.91 10.90 9.50 112.91 10.90 9.50 112.90 1
AMSTRAO SPECIAL OF ACK THE MISPER 2 SEATH WISHIII AGAI MISPER 1 MISPER 1 MI	2.99 2.99 2.99 3.95 3.95 3.95 2.99 2.99 2.99 2.99 2.99 2.99 2.99 2	AMSTRAD SPECIAL OF SAM FOR STRIP PICKER SAM STRIP PICKER PICKER STRIP PICKER P	2.99 (2.50 1.50 3.95 5.95 4.95 7.95 4.95 7.95 5.95 10.50 7.95 5.95 4.95 7.95 5.95 7.95 5.95 4.95 7.95 5.95 4.95 7.95 5.95	ATANS ST SPECIAL DR UNIFIERD, MILITARY SI GONSHIP OUTBURN ATOM ENGLISH AT THE ST SI GONESHIP OUTBURN ATOM ENGLISH AT THE ST SI GONESHIP ATOM ENGLISH ATOM ELEAN ENGLISH ELEAN	FFERS II 15.95 15.95 15.95 15.95 16.95 16.95 17.	ATAMIST SPECIAL DE WORLD GAMES SUPPER CYCLE CHAPTE CARS SUPPER CYCLE CHAPTE CHA	10.95 10.95 11.95 9.95 9.95 12.95 11.95 11.95 11.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	AMIGA SPECIAL OFF SPACE BATTLE OFMOLITION PHALANIC CHURCHER FACTORY GROSTART THA BOXING FINAL TRIP VACERS DEFRILIT DEFAULT STATIONFALL ENDING FINAL TRIP VACERS DEFRILIT DEFAULT STATIONFALL STATIONFALL STATIONFALL BASSAGRAIL STATIONFALL BASSAGRAIL SUSPICE PORTEL BASSAGRAIL DEFRIEDE BASSAGRAIL STATIONFALL SUSPICE DEFRIEDE BASSAGRAIL DEFRIEDE STATIONFALL SUSPICE DEFRIEDE STATIONFALL SUSPICE	6.50 6.50 6.50 6.50 6.50 6.50 6.50 9.95 9.95 6.50 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	SPECTRUM - 3 DIS ACTION FORCE ACTION FORCE ACTION FORCE CALIFORM GAMES DELLUES SCRABBLE DIRLLER FOOTBALL MANAGER GAME. SET 8 MATCH GAINSTLEF GAME. SET 8 MATCH GAINSTLEF TO THE FARM TO TH	10.99 9.50 10.90 9.50 10.90 9.50 10.90 9.50 10.90 10.90 9.50 10.90 9.50 6.90 10.90 9.50 6.90 12.
AMSTRAD SPECIAL OF ACK THE MISPER 2 ACK THE MISPER 2 ACK THE MISPER 2 ACK TO ACK TO ACK TO ACK TO (Greenin) ACK TO ACK TO ACK TO ACK TO ACK TO ACK TO ACK TO MISPER 2 ACK TO ACK TO ACK TO ACK TO MISPER 2 ACK TO AC	2.99 2.99 3.95 3.95 3.95 2.99 6.50 0.50 0.50 2.99 2.99 2.99 2.99 2.99 1.99 1.99 1.99	AMSTRAD SPECIAL OF SAM FOR STRIP PICKER SAM STRIP PICKER PICKER STRIP PICKER P	2.98 (2.50 1.50 3.95 4.95 4.95 4.95 3.95 4.95 3.95 7.95 5.95 10.50 7.95 6.95 6.95 7.95 6.95 7.95	ATANS ST SPECIAL ON UNIVERSITY STORMS WITH A ST SPECIAL ON UNIVERSITY STORMS WITH A ST STORMS WITH A ST ST SPECIAL STORMS WITH A ST	FFERS M 15.95 15.9	ATAMIST SPECIAL DE WORLD GAMES SUPER CYCLE ON COLLEGAMES SUPER CYCLE ON COLLEGAMES SUPER CYCLE ON COLLEGAMES CONTROL ON COLLEGAMES CONTROL CONTROL ON COLLEGAMES COLL	10.95 10.95 11.50 9.95 9.95 12.95 12.95 11.95 11.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	AMIGA SPECIAL OFF SPACE BATTLE OFMOLITION PHALANK PHALANK PHALANK PHALANK PHALENGER CAN FIGHTER CON FIGHTER THAE BOOMO FINAL TRIP FI	6.50 6.50 6.50 6.50 6.50 9.95 9.95 6.50 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	SPECTRUM - 3 DIS ACTION FONCE ACT IN FONCE ACT IN FACE ACT IN FACE ACT IN FONCE ACT IN FORCE ACT IN FONCE ACT IN FONCE ACT IN FONCE ACT IN FORCE ACT IN FONCE ACT IN FORCE ACT	10.9 9.51 12.22 13.96 6.96 12.96 9.55 9.50 12.96 12.96 12.96 12.96 12.96 12.96 12.96 12.96 12.96 12.96 12.96 12.96
AMSTRAO SPECIAL OFF ACK THE MISPERS EAST WITH ACK BACH WISHILL ACK BACH CAMES IN	2.99 2.99 5.95 3.95 3.95 2.99 5.95 6.50 2.99 2.99 2.99 2.99 2.99 2.99 2.99 2.9	AMETINA SPECIAL OF SAM POS STRIP PORCE. OF SAM POS STRIP STRIP STRIP SAM POS STRIP STRIP STRIP SAM POS STRIP STRIP STRIP SAM POS STRIP STRIP SAM POS	2.99 (2.50 1.50 1.55 1.55 4.55 4.35 7.35 4.35 7.35 10.50 7.35 8.85 7.35 4.95 7.35 4.95 7.35 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 7.95 7.95 7.95 7.95 7.95 7.95 7	ATANG ST SPECIAL ON UNIVERSITY STORY OF STATE OF	FFERS M 15.95 15.95 16.9	ATARIST SPEDIAL OF WORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES	10.95 10.95 10.95 9.95 9.95 12.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	AMIGA SPECIAL DEF SPACE BATTLE DEMOLITION DEMOLITION DEMOLITION DEMOLITICATE CHALLERSER CHALLERSER CHALLERSER SAY FIGURE THALE CHALLER SAY FIGURE THALE CHALLER SAY FIGURE SAY F	ERS 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50	SPECTRUM - 3 DIS ACTION FORCE ACTION FORCE ACTION FORCE CALIFORM GAMES DELLUES SCRABBLE DIRLLER FOOTBALL MANAGER GAME. SET 8 MATCH GAINSTLEF GAME. SET 8 MATCH GAINSTLEF TO THE FARM TO TH	10.9 9.50 12.22 13.00 10.00 10.00 12.00 9.50 9.50 12.00 10.90 10.90 10.90 10.90 10.90 12.9
AMSTRAO SPECIAL OF ACK THE MISPER 2 EARTH WISHIN I EART CAMES (Greening AGE) (Greening AGE) MASKE 2 MASTERS OF UNIV. THE MANUE OWBAT SCHOOL RILLER DE MANUE OWBAT SCHOOL RILLER DE MANUE OWBAT SCHOOL RILLER DE MANUE OWBAT SCHOOL RILLER DE MANUE OWBAT SCHOOL MISPER 2 MISPER 2	2.99 2.99 5.95 3.95 3.95 3.95 2.99 2.99 2.99 2.99 2.99 2.99 2.99 2	AMSTRAD SPECIAL OF SAM FOR STRIP POWER SAM FOR SAM SAM FOR SAM	2.99 (2.50 1.50 1.55 1.55 4.55 4.35 7.35 4.35 7.35 10.50 7.35 8.85 7.35 4.95 7.35 4.95 7.35 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 4.95 7.95 7.95 7.95 7.95 7.95 7.95 7.95 7	ATANS ST SPECIAL OR UNIVERSITY STORMS MULTIARY SI GONSHIP OR GONSH	FFERS 15.95 15.95 12.95	ATAMIST SPEDIAL DE WORLD GAMES SUPER CYCLE	10.95 10.95 10.95 9.95 9.95 12.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	AMIGA SPECIAL OFF SPACE BATTLE DEMOLITION DEMOLITION DEMOLITION DEMOLITION DEMOLITION DEMOLITION DEMOLITICATION	ERS 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50	SPECTRUM - 3 DIS ACTION FORCE ACT SIN MA GAMES OF LUXE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFF	10.9 9.50 12.22 13.00 10.00 10.00 12.00 9.50 9.50 12.00 10.90 10.90 10.90 10.90 10.90 12.9
AMSTRAO SPECIAL OF ACK THE MISPER 2 ACK	2.99 2.99 3.95 3.95 3.95 3.95 2.99 6.0.50 2.99 2.99 2.99 2.99 3.195 2.99 3.195 2.99 3.195 3.95 3.95 3.95 3.95 3.95 3.95 3.95 3.	AMETRAD SPECIAL OF SAM PICK STRIP PERSEA MANISTATION STRIP STR	2.98 (2.50 1.50 3.85 4.95 4.95 4.95 4.95 7.95 5.95 5.95 5.95 6.95 6.95 6.95 6.95 6	ATANG ST SPECIAL ON UNIVERSITY STORY MILITARY ST GONGSHIP OF GONGS	FFFERS 18 16 16 17 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	ATARIST SPEDIAL OF WORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES	10.95 10.95 10.95 9.95 9.95 12.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	AMIGA SPECIAL DEF SPACE BATTLE DEMOLITION DEMOLITION DEMOLITION DEMOLITICATE CHALLERSER CHALLERSER CHALLERSER SAY FIGURE THALE CHALLER SAY FIGURE THALE CHALLER SAY FIGURE SAY F	ERS 6.50 6.50 6.50 9.95 9.95 6.50 9.95 6.50 9.95 15.50 9.55 15.50 9.55 15.50 9.55 15	SPECTRUM - 3 DIS ACTION FORCE ACT SIN MA GAMES OF LUXE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFF	10.9 9.50 12.22 13.00 10.00 10.00 12.00 9.50 9.50 12.00 10.90 10.90 10.90 10.90 10.90 12.9
AMESTRAD SPECIAL OFFI ACKS THE MIPPER 2 ACKS THE MIPPER 2 ACKS THE MIPPER 2 (Formital) ACKS TO ACKS TO (Formital) ACKS TO ACKS TO ACKS TO THE MOVIE OF ACKS TO ACKS TO THE MOVIE OF ACKS TO ACKS TO THE MOVIE OF ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO THE MIPPER ACKS TO ACKS TO ACKS TO ACKS TO THE MIPPER ACKS TO ACKS TO ACKS TO ACKS TO THE MIPPER ACKS TO ACKS TO ACKS TO ACKS TO THE MIPPER ACKS TO ACKS TO ACKS TO ACKS TO THE MIPPER ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO THE MIPPER ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO THE MIPPER ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO ACKS TO THE MIPPER ACKS TO ACKS	2.99 2.99 3.95 3.95 3.95 2.99 2.99 2.99 2.99 2.99 2.99 2.99 2	AMSTRAD SPECIAL OF SAM FOR STRIP POWER SAM FOR SAM SAM FOR SAM	2.98 (2.50 1.50 3.85 4.95 4.95 4.95 4.95 7.95 5.95 5.95 5.95 6.95 6.95 6.95 6.95 6	ATAMS ST SPECIAL ON UNIVERSITY STATEMENT OF CONTROLS O	FFFERS 15.55	ATARIST SPEDIAL OF WORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES	10.95 10.95 10.95 9.95 9.95 12.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	AMIGA SPECIAL DEF SPACE BATTLE DEMOLITION DEMOLITION DEMOLITION DEMOLITICATE CHALLERSER CHALLERSER CHALLERSER SAY FIGURE THALE CHALLER SAY FIGURE THALE CHALLER SAY FIGURE SAY F	ERS 6.50 6.50 6.50 9.95 9.95 6.50 9.95 6.50 9.95 15.50 9.55 15.50 9.55 15.50 9.55 15	SPECTRUM - 3 DIS ACTION FORCE ACT SIN MA GAMES OF LUXE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFF	10.95 10.95 12.25 13.95 10.95 6.95 12.95 9.56 10.95 12.95 10.95 10.95 10.95 10.95 9.50 10.95 10.95 10.95 10.95 10.95
AMSTRAD SPECIAL OF ACK THE MINPER 2 ACK	2.99 2.99 3.95 3.95 3.95 3.95 2.99 2.99 2.99 2.99 2.99 2.99 2.99 2	AMETRAD SPECIAL OF SAM PICK STRIP PERSEA MANISTATION STRIP STR	2.98 (2.50 1.50 3.85 4.95 4.95 4.95 4.95 7.95 5.95 5.95 5.95 6.95 6.95 6.95 6.95 6	ATANG ST SPECIAL ON UNIVERSITY STORY MILITARY ST GONGSHIP OF GONGS	FFFERS 18 16 16 17 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	ATARIST SPEDIAL OF WORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES SWORLD GAMES	10.95 10.95 10.95 9.95 9.95 12.95 11.95 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	AMIGA SPECIAL DEF SPACE BATTLE DEMOLITION DEMOLITION DEMOLITION DEMOLITICATE CHALLERSER CHALLERSER CHALLERSER SAY FIGURE THALE CHALLER SAY FIGURE THALE CHALLER SAY FIGURE SAY F	ERS 6.50 6.50 6.50 9.95 9.95 6.50 9.95 6.50 9.95 15.50 9.55 15.50 9.55 15.50 9.55 15	SPECTRUM - 3 DIS ACTION FORCE ACT SIN MA GAMES OF LUXE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFFLUE DIFFLUE SCRABBLE DIFFLUE DIFF	10.95 9.56 12.25 12.86 10.95 8.96 12.96 9.56 12.96 11.95 12.95 10.95 10.95 10.95 10.95 11.

ANY GAME NOT RELEASED WILL BE SENT ON DAY OF RELEASE

BEST SERVICE, BEST PRICES
PHONE US NOW. WE WON'T BE BEATEN
P.P. Free on order over £5. Under £5 add 50p. Overseas £1 per game

► MACHINES: SPECTRUM, CBM 64.

ATARI ST

SUPPLIER: DATABYTE

PRICE: £24.95

VERSION TESTED: ATARI ST

REVIEWER: EUGENE LACEY





▲ The Black Spy makes for the escape plane.

▼ Searching the rooms for gadgets.

springs, a bucket of water, strings and guns. Certain of the traps have to be treated with

088 00 E0 20-660

A It's fight time when the two spies meet.





► MACHINE: ATARI ST
► SUPPLIER: FIREBIRD
► PRICE: £19.95
► REVIEWER: PAUL BOUGHTON

be honest, isn't that original. It's a platform and ladders

dragon flies. Ma agaza in the s



lamps — including the most revered Black Lamp — and restore peace and happiness to

The Lamps are scattered far and wide throughout the kingdom. When Jack finds one he must collect it and take it won't give it up until he's dead Every Dragon will have a Lamp

The chest to which the lamps must be returned.

IGH SCORE: 500000

CBM 64, AMSTRAD.

SUPPLIER: ELECTRIC DREAMS

PRICE: £19.99

VERSION TESTED: ATARI ST.

REVIEWER: EUGENE LACEY.

Atari Games surprised a number

▼ Eugene is about to pick up a power boosting wrench.

▼ Choose your extra feature if you if is an advantage the game has

FIRST PLR BEST LRP





Scattered around the kingdom are various Bonus Objects that Jack can collect along the way. These take the form of jewels.

usical instruments, weapons ad food and drink.
All Jack has to fight off the creatures is a magical belt

governed by his energy level, fis energy drains away if he gets zapped or falls from too great a height. Collecting food and drink, however, will boost

▼ Enter the dragon.

makes him immune to energy loss for a while. And by collecting five weapons he gets increased firepower, again for

make sure Jack gets it in the neck. Werewolves are quick moving flesh-rippers. Crows drop exploding thistle down and

ote as

► GRAPHICS ► SOUND PLAYABILITY





want to be in to take the lead ▼ The ED's yellow car takes a risky sh

blasting any racer that happens to be in its line of fire.

VALUE PLAYABILITY



WHAT KIND OF SOLDIER ARE YOU CUT OUT TO BE?

in the use of sophisticated equipment in the recations and communications security.
Skills learnt include morse code, teleprinter touch typing and the operating of high grade receivers and direction finding equipment. Other careers in communications include Radio Telegraphist, Data Telegraphist, Radio Relay Operator and Technicians.

Linguists (Special Intelligence) Moni-

Special Telegraphists are fully trained

Linguists (Special Intelligence) Monitoring, interpretation and analysis of enemy communications could be vital in order to protect British interests throughout the world. As a Linguist you'll receive a comprehensive training in language and analytical skills as well as the operation of sophisticated equipment including automatic data processing.

Today's Army depends upon a wide range of very different people, performing highly specialised and individual tasks that add up to the smooth running of one of the world's most modern fighting forces.

The Next Step

Right now, there are vacancies in the highly skilled field of communications and languages, all of which offer good pay and promotion prospects.

These are rewarding jobs, calling for a lot of input from you in terms of time and hardwork.

But remember, in the Army you're always a soldier first and you'll be trained as such, ready and able to do your job well under combat conditions either at home or overseas if need he If you think you are cut out to handle them, call in now at any Army Careers Information Office, or cut out the coupon. You'll find us in the phone book under 'Army.'

The Electronic Warfare Operator is employed on an operational task which requires a high degree of proficiency in a nominated language. The work involves the transcription of voice transmissions received through radio receivers and associated electronic equipment. Full training is given in both language and radio skills. Please send me more information about E.W. Operators
Special Telegraphists
Linguists
Other Vacancies

To SPSO Royal Signals, Directorate of Army Recruiting, (Dept CVICO), Room 1106A, Empress State Building, Lillie Road, London SW6 1TR.

Name_____Address_____

Date of Birth

THE PROFESSIONALS





MACHINES: C64, SPECTRUM, AMSTRAD CPC RANGE ➤ SUPPLIER: GO!/US GOLD

PRICE: £9.95 ► VERSION TESTED: AMSTRAD ► REVIEWER: DAVID

New Texas has a problem! As Kerium in the galaxy, the planet has attracted hoards of prospectors. Most of them are



de's grasp, and so save Stampede's grasp, and so s New Texas from total domination. To do this, you certain key places on the plane which contain the clues that will

Once on your saddle rocket, the gameplay is similar except that you can stay off the ground, so avoiding many of he creatures out to kill you. The saddle is also your only means

ight way of solving the game simply by offering no alternatives when you enter the So Bravestarr is really just a series of enjoyable sideways





fast buck. All corruption on the planet seems to point to one person, Tex Hex. Now Hex's boss, a particularly nasty individual by the name of Stampede, has

kidnapped the ancient Indian Shamen, believing the old sage to possess magic powers capable of bringing back to life the bones of all the broncasaurs on the planet.

If Stampede's plan succeeds, he will gain an irresistible stranglehold on New Texas. As Marshall Bravestarr, your task is

You have nine days in which The game starts in Fort Kerium, where the first thing you must do is shoot your way

to your saddle rocket. This is an arcade of the side-view, left/ right scrolling variety, in which you can run along the streets of the town or hop over the rooftops. Either way, there's plenty of opportunity to kill and maim with a good variety of nasties on the menu. Dead nasties often drop amulets which, when picked up, nporarily give you extra fire

of getting to other parts of the planet. There's a mine, where you'll find a green gem which can be exchanged for cash back in the town. The cash buys you

The arcade side of Bravesta has been well programmed, offering fast joystick response reasonable scrolling, and a whole host of big, colourful creatures to zap. The problem is creatures to zap. The problem is that defeating Stampede is just not enough of a challenge. Outside the town, there are only four places to visit, and the game massages you into the

strung together by a thin plot. providing little or no long-term challenge. From the time I first loaded the game, it was all over in well under an hour - Shamen was rescued. New Texas was once again a safe place to visit and another game had bitten deserve more of a challenge for our money.







Preview The Future! PROJECT: STEALTH FIGHTER



Steath Fighter... the hottest topic of conversation in aviation circles today. Space Age technology and engineering make these aircraft virtually undetectable by enemy radar. Steath Fighters are believed to be in operation, flying the most sensitive missions, flown by a superior class of pilet. You can experience that thrill off flying a revolutionary aircraft, previewing the edge of the future.

PROJECT: STEALTH FIGHTER. Another brillant simulation from MicroProse. Available for the Commodore 64/128K. Cassette £14.95. Disk £19.95.

MICRO PROSE

Please send ______copy/ies of Project: Stealth Fighter CBM 64/128 \[\] Cassette £14.95 \[\] Disk £19.95 \[\] Further details Name (block capitals) _____

ost Code__

| enclose £______including 55p P+P. Cheques payable to MicroProse Software Ltd. | pspic+yo
or debit my Access/Visa card. Expiry date | No. | | | | |

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tix: 43422 MPS/UKG.



AMSTRAD.
ELS
WIIGA,

nothing much to do with Fifi but concerns the misfortunes of another unfortunate French girl — Gwendolene who is being held prisoner by the mutant

space cadet and zoom off to beyond the "portals of space" where you can knock to confront the evil one. Fifi 's "get ready" message may remind you of Space Marrier and certainly the whole

mind.
When you finally confront
Sfax at the beginning of the
second level the similarities to
Space Harrier appear to be
more than just coincidental. H
face appears in front of your
ship ducking and diving to ave
missiles. His mug shot is also
shown in the information pain
at the top of the action screet



can you rescue Owendowner
ship skims the surface. It is a
case of hurtling forward
blasting like crazy and dodging
whatever nasties you cannot
waste.
Figury on often you will peed

MACHINES CAS SPECTRAM.

MINUTES TO SEC S CAME AS.

A STATUTO COS SPECTRAM COS SPECT

£7.95 SPECTRUM, £19.95 ST AND AMIGA. ➤ VERSION TESTED: ATARI ST. ➤ REVIEWER: EUGENE LACEY.

VERSION TO A GAME AND A GAME A GAME

find an introduction inside by that old duffer David Vine, then read on and discover that there is also a competition in it to win a trip to the Winter Olympics — only the entry date has expired — you know at

there is also a compet to win a trip to the Wi Olympics — only the e has expired — you know the biathlon.

The bordon.

g a little dart in the bull's eye."
Computer biethlon in Winzer the old Olympiad '88 qualifies for no such glowing descriptions. At ga est it didn't when I played it hour or on my ST. It's just tedious. Yes, kinow the screen shot

Yes, I know the screen shots took stumming. The graphics we can be considered to the control of the control of

Ski Jump, for example.

At the end of the ski ramp you press fire to launch your skier into the air. The animation is quite effective as the skier flies through the air which is skie dangling at the ends of the skier surport of the skier surport of the skier surport of the skier surport of the skier surcessfully, he dides to a halt at the bottom of

X•X•X•X•X•X•X•X





88 DAIPMY

4X•X•X•X•X•X•X•X•X







► MACHINE: ATARI ST
► SUPPLIER: OCEAN
► PRICE: £19.95
► VERSION TESTED: ATARI ST.

contemplating life, the universe and the price of ST software.

To begin with, the program-

speeded up software version of 'the dawn of time'! food and a mate.
The world is seen in 3D,

initially from behind your insect.

where he was going. Successfully mating brings up

creature these changes would









will walk upright or on all fours,

Each time you succeed in you have just evolved throughl

Although it may not app

► PLAYABILITY











kind of 21st century bus Buildings, shuttle stops, trees and mines are all seen in vectorgraphic display, reminiscent of Mercenary

distinguished by the presence of a door. Sounds logical

packs to help you combat the can load and save your current

scientists, each of whom were

► MACHINE: ATARI ST ► SUPPLIER MARTECH ► PRICE: £ REVIEWER: DAVID BISHOP

Satellite pictures have confirmed that the enemy's CK

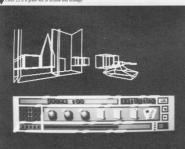
Able to stay in geo-stationary orbit over any location, the CK 23 can swoop down into the atmosphere and destroy our accuracy. In short, it is the enemy's most feared and potent weapon.

The CK 23 development site and secret, military complex on Earth. You have just been dropped into the site by

Once you have landed, you can move freely about the using the shuttle system - a



Catch 23 is a great mix of arcade and strategy.



ine gume survey.
similar to Mercenary. passwords (which are always given a short biography of each each of the houses. This serves what password to use. Once logged on, there are clues to be found, but first you must

While roaming the streets

you'll need to construct a fairly detailed map of the complex. use, not to mention countless booby-trapped buildings to

strategy and arcade, not to to a wide spectrum of gamers

► PLAYABILITY



DECISIONS. YOU'D BETTER JUST CALL FOR

BATTLESTATIONS!

FIGHT A REAL WAR WITH



- MACHINES: ATARI ST/AMIGA/ CBM 64/128/SPECTRUM/ AMSTRAD/MSX SUPPLIER: QUICKSILVA
- PRICE:T/C
 VERSIONS TESTED: ST/AMIGA/

► REVIEWER: PAUL BOUGHTON
There's a touch of the phoenix about Argus and its associated labels these days. Since the management buy-out, they've Red October and now

Terramex. For my money Red October is by far the superior game.

Terramex, however pretty it may look on the ST and Amiga is perhaps a little run of the mill in the originality stakes. But it

What we have here is an umorous arcade adventure involving the search for an an untimely date with a meteor. The scientist, Dr Albert Eyestrain, had predicted this disaster but was greeted with

You play the part of one of the five explorers who must find the missing doctor. The game is in two parts, the first of which finding the parts of the

Positronic Asteroid Deflecto The five explorers, each of a different nationality, Wilbur Fortisque-Smithe, British, Herr Wu Pong, Japanese (sounds more like a Chinaman, don't think?), Big John Caine.

The many objects and useful items which are scattered around the playing area can be used to great effect by all of the explorers. But there are certain

For example, Wu Pong, the ese auv. will

You'll soon pick up various

dos and don'ts. Do use a brolly before jumping off anything.

Don't forget to use a brolly before jumping off



RRAMEX camera and flashgun helpful. I think you can use it for stunning rock-snakes. And Wilbu Fortisque-Smithe could find the cricket ball helpful. What more useful item for an Englishman,

The graphics on the 16-bit machines are excellent. There are also nice touches to the game play. For example, if you character is asked to carry out a you to fly up in to the clouds. Do beware of the snakes that lurk behind rocks. Your explorer is accompanied by native bearers who carry all

The Spectrum version is also very playable but - and I suppose this is a bit unfair to compare Spectrum versions with the ST and Amiga – suffers Not the most original gam

but let's hope it's a portent of good games to come from Argus/Quicksilva.

► SOUND ► VALUE PLAYARILITY AMIGA SPECTRUM

HELP THE FRENCH RESISTANCE, YES. GET CAPTURED, NO THANKS. AVAILABLE FOR: C64 DISK £14.95

FIGHT A REAL WAR WITH

ACCOLADES THE TRAIN, ESCAPE TO NORMANOY ARE TRADEMARKS OF ACCOLADE, INC. COPERTING CA. USA, IN EUROPE, ACCOLADE PRODUCTS ARE SRO.

YOU ST ELECTRONIC ARTS LID. WE PRODUCE HOME SOFT DATASE OR A WIDE RANGE OF COMPITEES FOR A RECOLUER AND THE LOCATION OF YOUR NEWS.

STOCKES CONTACT ELECTRONIC ARTS. II-85 STATION ROOM. LAWLY PRIVES & LOW, THE MADINE RANGE RANGE HER DATASE.



PRESENTS

THE CARTOON ANIMATION GAME













Secome one of the world's five representation of a hazard Professor Eyestrain and deflect the only he has the solution.

House, Leicester

Casette £8.98. I SI AMIGA £19.95.



Arcade skills are necessary too

► MACHINES: ATARI ST COMMODORE AMIGA

PRICE: ST £19.95, AMIGA £24.95

VERSION TESTED: ST

REVIEWER: DAVID

C+VG was the first mag to bring you news of Captain preview in our Jan issue. The game is not due out until March but, as luck would have it, a finished copy managed to find its way into the world's best computer mag a month early. So does the finished game fulfill all the promise of the previews? The answer is ves, although Blood may not be everyone's cup of tea in is what you're looking at, if you want to get the most from this massive adventure. It all started when a down-

on-his-luck games programmer named Bob Morlock, bumped into Charles Darwin in the street, Later. over a drink, they get talking about aliens. It turns out that aliens have been here all the reproducing in millions. They

Blood is much more than an

the right amounts of arcade and stategy elements to make it interesting and playable. For anyone who missed the preview, you play the part of Captain Blood who is zooming around the galaxy franticly searching for five clones of himself. There are a mere 32,000

planets, each with uniquely some planets, and they play a But before you can 'talk' to any of the 16 types of alien

hyperspace to a planet you suspect is inhabited, and then

Captain Blood is much me than an adventure



207 059

by automatic laser defence systems that need only a few signal and blast you into

The trick is to skim as close Unfortunately mountains have as closely as possible.

the end of a canyon - a geological feature common to all the planets in the game

easy using UPCOM (Universal Protocol Communication). It consists of 128 icons which make quite complex sentences. The concept design and execution of UPCOM is brilliantly imaginative and, in many ways, far more flexible than

ways, far more flexible than any parser could ever be. By meeting aliens, befriending them, and often by doing them favours, you will gradually be able to piece one or more of your clones.

Although things can be a
little hit or miss until you find

your first alien, this shouldn't your first amen, the anounced discourage you from persevering if you like your games big and meaty. If you don't mind spending some considerable time zooming all over the galaxy before you find even your first clone, and fancy graphical treat, check out Captain Blood.

GRAPHICS SOUND VALUE PLAYABILITY



- MACHINE: COMMODORE 64
- MACHINE: COMMODORE 64
 ACCOLADE/ ELECTRONIC ARTS
 PRICE: £9.95 CASSETTE, £14.95
- DISK
 VERSION TESTED:
 COMMODORE 64
- COMMODORE 64

 REVIEWER: RICHARD HEWISON

We've had a Professional Golf Simulator in the form of Leaderboard in its many and varied versions, now Accolade hope to plug in a golfing gap by releasing Mini-Putt — the wacklest miniature golf game in the world.

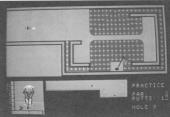
Miniature golf is probably better known in the U.K. as crazy golf, where rookie golfers can play through small courses distinguished by their unique obstacles and hazards.

Mini-Put offers a three

Mini-Put offers a three window overview of such hole. The largest window shows the movable cursor controlled by joystick which you use to aim your puts. Beneath the main window are the two during window are the two during window with the work of the work of

There are four 9 hole courses on offer: Deluxe, Classic, Traditional or Challenge. The best for graphics and gameplay is the Classic course, where you have to put your way past swinging elephant trunks,





windmill sails, airplane propellers, a cattle, the space shuttle and a cannon which will fire your ball into the hole for you! The other courses use various walls and different terrain on the putting green to divert the ball. Graduation arrows help to indicate the slope of the terrain on each hole. Whilst it adds some accuracy to the game, it does

The continuing success of golf games is a mystery to me. I mean how many people do you know who regularly head for the golf course on a Saturday morning. It's not exactly the kind of activity you associate with your average computer

games player.
I can't help feeling that with
Mini Put the golf boom has
gone as far as it is going to.
Sure, I know people probably
said the same thing when the
'nth Ninja game hit the shops.



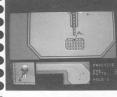
The proliferation of golf games does illustrate one of the most aggravating aspects of the games business. The copying, plagjarising, and lack of regionality. The rule seems to be from some successful does have a fair amount of originality—in that its not just the normal eighteen holes, bunkers, lakes, trees and what have you but adds some of the wackiness of

But generally there is an appauling lack of originality in the games business right now. Witness the developments in the budget business. Codemasters notch up a fair degree of success with the 'simulator' range. Then what happens? Do the other budgeteers attempt to find out

approach that worked. Do they attempt to emulate their excellent high profile in the national media. No way – they just cynically launch a add the word 'simulator' to their own titles.

If all of the courses were as good as the Classic course, the there would be little to fault. However, the graphics on the others are disappointing and after just a few plays the holes become ridiculously easy.

Mini-Putt is fun to begin with, but the overall challenge soon face and the multi-load (on the soon to the multi-load (on the soon to the multi-load (on the soon to the multi-load (on the yearning for the 30 displays and more professional golf games. Don't be putt off of Accolade games by the disappointment of Mini Putt Theorems.







DUNGEON MASTER - ATARIST

Step into the world of Dungson
Master and see fantasy come to
Mel Set in the depths of all the set of the set

Rescue the Olds from the fiendish Rescue the Oxis, from the Iserceish Biocretes, who are turning ment into verdifferent seasons and other seasons are of the Commission of t





- ► MACHINES: CBM 64/SPECTRUM AMSTRAD ► SUPPLIER: OCEAN
- PRICES: £9.95 CASSETTE, £14.95 DISK ▶ VERSION TESTED: CBM 64
 ▶ REVIEWER: EUGENE LACEY

jak

▼ Blast the Viet Cong in the jungle





HITS ▲ VC commandoes confront you in the tunnel

............... and I strongly recommend the map – as it is all very similar

SCORE

AMMO

FS: CRM 64/SPECTRUM

PLUS 3/100M SUPPLIER: CASCADE PRICES: CBM 64 £9.95/£14.95]/ SPECTRUM (£9.95)/PLUS 3 (£12.95) IBM (£19.95)

▼ Watch out for auestion ma



CENTER WARRY



he bridge to slow the enemy

keep an eve on morale - the

HITS

st ready for the mad Seraeant Ban











♥ Beware the ball Swerve







LEE ENFIELD IN
'THE TOURNAMENT OF DEATH'
is the second in The Time
Troubleshooter Series in which
our hero finds himself in the 13th
century. His adventure takes place
in the Castle of the Count of Savo

our hero finds himself in the 13th century. His adventure takes place in the Castle of the Count of Savoy where the Holy Shroud, one of the world's great religious relics, is kept under close guard by the soldiers of Yellow Shadow, Lee's sworn enemy.

Lee has been instructed to find this relic before Yellow Shadow destroys it. He will need a lot of courage and skill to fight his way through numerous rooms and hidden passages as specially trained guards, foot soldlers and even bears bar his way.

His chance of succeeding is very low but Lee Enfield is the man who likes a challenge and there are objects to find which will aid him in his mission ... So, it's up to Lee to prove them wrong!

Selected titles are available from all good retailers including











➤ SUPPLIER: EPYX ➤ PRICE: £9.99 (CASSETTE) £14.99

(DISK)
► REVIEWER: STEVE BADSEY
"So, there I was, captain of a
German submarine in the first week of World War Two. hunting for British merchan

ships in the English Channel After two days' patrol a lookout reported smoke to the north. "My binoculars showed only clear blue sea, so I followed his directions. We pursued for an

was an almighty crash as we went aground. "I checked the map, and we had just sailed 50 miles inland from Brighton. The lookout still reported the convoy, presumably sailing down the main runway at Gatwick airport

took another look through the binoculars. Nothing but ocean. I must get them fixed." Of all the attack submarine games on the market, Subbattle

charge of a World War Two submarine, the player must master the problems of manoeuvre and torpedo attack. ▼ An enemy in view

There is a training scenario, a set of special missions including picking up aircrew at sea and landing agents on enemy islands, and a "wartime command" scenario in which if move on to a better submarine and continue your career throughout the war. There are four levels of difficulty, and a selection of either American German in the North Sea and Atlantic. Your submarine can be

attacked from the air, and you

must recognise which aircraft are hostile. The earlier subs really do have worse handling and poorer torpedoes than the later models. It sounds too good to be true. It is. Apart from showing the almost on top of an enemy ship

- the program is almost unplayable. Course is set on a dial with a joystick, and is accurate only to about five degrees. Precision navigation, one of the main skills of a submarine, is



between long days of patrolling, hours of stalking a convoy, and minutes of very precise manoeuvring to attack

or escape. For a game sor form of time compression and a way of "zooming" in and out of larger scale maps is essential. Subbattle Simulator makes the

game almost impossible. compression is reasonable up 30 seconds, but then it jumps to reverting each time to the smallest scale map. This means day-long patrols in the ten minute mode, or speed up and risk that a degree or two out in your navigation, multiplied by eight hours' sailing, will put you in Tokyo harbour in two seconds. Even worse, once you have sighted a convoy the computer, not you, calls "battle stations" and locks you in tactical mode, with 30 seco as the fastest speed. The basic submarine tactic of stalking a convoy all day to attack at night

Subbattle Simulator is etentially a very good game. If would be highly realistic and very playable indeed. But it needs a lot more playtesting and debugging. I look forward to a second, improved version.

► GRAPHICS ► REALISM ► VALUE

is not possible.





► MACHINES: C64/AMSTRAD/

► SUPPLIER: CODE MASTERS

► PRICE: £1.99

► VERSION TESTED: C64 ► REVIEWING: IAN

ATV Simulator brings together all the essential elements of motorbike cross-country scrambling and then proceeds to

simulations I've seen. The game has a total of six different playing areas; Sand Duning, Grass Tracking, Icebergs, Desert, Tropicana and Swamp. All of these scroll from left to right and you are instructed to out-manoeuvre an assortment of obstacles including rocks, fences, icebergs, mounds and ball

bouncing seals. The screen is split into two windows - the top window shows course and the second player two's. Both players must compete

against the clock. Any player who fails to reach the (which changes according to the difficulty of each course) will lose and forfeit the race. The remai player is permitted to proceed through the remaining courses until he/she fails to complete the

Controlling your bike or buggy is achieved by using either the keyboard or the joystick.

If you successfully comp you are awarded a score honus which rapidly clocks-up your

The graphics for ATV are feeble and weak and the sound is no non-existent because of very poor iovstick and keyboard responses. I don't know whether Code Masters intended ATV to have been a rival to Mastertronic's Kikstart, or maybe it's just a slight coincidence that it turned out to look and sound almost like it. Well anyway, one thing that I have

learnt from reviewing this game is . . . never, under any circumstances, judge a game by inlay card . . . but read the reviews instead!

► GRAPHICS ► SOUND





STREET

3.4





"It's what your computer's been waiting for"

Time Slice Reference Guide,

Superbly Illustrated Superbly Illustrated Full Colour Poster!

You see, you've got to destroy the orbitals release a fearful array of semi intelligent 'morph in retaliation. The longer you take to wipe them out, the smarter they get. They even have the

awesome battle cruiser filling over half the sc AND YOU'LL NEED IT.

variety of virsus enects, four rayered paranax movements in any direction and some whacky sounds by Steve Turner, Morpheus will show you what your hardware can really do. Out now on Commodore 64 Cassette \$14.95. Disc \$17.95

Morpheus is avialable by mail order. Send your order and remittance to: -The Marketing Dept., Telecom Soft, First Floor, 64-76 New Oxford Street, London WCIA IPS.







MACHINE: CBM 64 SUPPLIER: ZEPPELIN GAMES PRICE: £2.99 REVIEWER: EUGENE LACY

Zeppelin Games is one of a competitive budget games

Their first offering for the 64 is a tough shoot 'em up called Zybex and it has to be judged as a pretty good game by

em by all by your self Zybex employs the fairly

through various icons to pick up this. There is one

looking more like out of scale excellent

a segment at a time. Plumbing the depths of this

ormations of aliens that do a

alien near the

little dance in front of you and then zoom of screen in a neat The backgrounds through

skyline made up of huge green

This is a thumping good start from Zeppelin. I will be checking their next couple of

beginning of the first level - a splendidly colourful

those familiar rotating weapons

Owing an obvious debt to

fighter.
The storyline isn't going to blasting aliens and discovering new worlds.

Zybex crystal - cop this one

The best thing about Zybex is the two player facility. You and a friend can take on the aliens together. The possibilities for together. The possibilities for strategy here are limitless. It is reminiscent of *Gauntlet* in that you can shout to each other to take the lead, watch out above below or behind. It's team work against the aliens - which makes a welcome change from

▼ The monsters threaten to mask our dynamic dua 000300 5



The Ultimate Maze Challenge

There are no random events in XOEs (abgrinishing place and there is no premium on handway coordination.) Ven have all the lower of the world it work out the precise nature of the hazards you recommend the hazards was considered as the state of the hazards was recommended by the precise and the cited problem solving are all part of the XOE experience. And XOEs is not simply about finding solutions. If you can solve the entire partie (15 News plan in envery pied anagram) you qualify to be a member of the ORDER of XOE, with a certificate and a budge to prove if.

"...this is one of the most compulsive, cunning and attractive programs I've seen for some time! the game is superb - a very classy original twist on the basic maze theme" A+B Computing

YOR's Fasture

- 15 graded mindbending mazes
 Each maze approximately 16 scree
 Super smooth high speed scrolling
- High resolution quality graphics
 High speed or step-by-step replay
 Intriguing logical problems





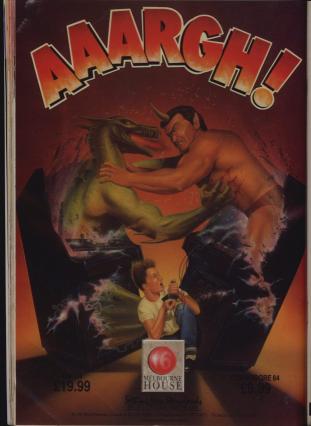
omino Sam for IBM DC and account to



Logotron Guarantee: All orders disputched within 5 days of

receipt of order.
Faulty software will be replaced immediately.







REUS × 1000 JTER AND TELEMETRY DATA FROM PITS CO 183.65 MPH 83.72 SEC 150.38 MPH FUEL RESERVE LAP TIME COMSUMPTION AU SPEED RANGE ON FUEL 146.25 KM BEST LAP 19 49 SEC KM TO FINISH 146.38

FUEL COMSUMPTION CRITICAL Take the racing line through the bend

► MACHINE: SPECTRUM

► SUPPLIER: MARTECH

► PRICE: £9.99

► VERSION TESTED: SPECTRUM

► REVIEWER: PAUL BOUGHTON

Well poor old Nigel Mansell didn't make it as the Formula One World champion last season. But Nigel Mansell's

Grand Prix is certainly a winner. It's a game you've certainly got to work at to get the most from it. The programmers have done their utmost to make this

game as accurate as possible. Try and remember that you're in the cockpit of a Canon Williams Honda Formula One mean machine and these babies need careful handling. Get them too hot and bothered and then

they breakdown on you. Treat them right and you're in a dream machine. I made this mistake at first,

ignoring the controls and just driving. You soon learn to pay a little more attention to the cockpit controls. The cockpit display is rather

overwhelming. There's a lot to monitor. I found it a little confusing at first. While studying the controls, I mes forgot to steer Bang! Keep your eyes on the

So here's a rundown of the

Rev Counter - This shows the speed of the engine but not how fast the car is moving on the track. If the revs are too low the engine labours and power could be lost, too high and there is a danger of the engine overheating. Fuel — This is a pretty

obvious gauge. Oil Temperature - If the oil temperature in the sump gets too much then there could be mechanical problems

increase the car's engine power.

Turbo Boost - This shows the pressure of the fuel/air Although it's very useful to suddenly be able to boost the power of your engine, there is a consider carefully. Using the turbo boost - of which there are four settings ranging from minimum to maximum - it is consumption. It has to be used

pits. It consists of speed (in

MPH), lap time, average speed, your best speed, fuel reserve vour car carries 195 litres which should be enough to complete a race of 190 miles) fuel consumption, range on fuel (the distance you could go on fuel reserve), distance to race finish and a radio link with the

There are 16 race tracks for you to select from or you take them one by one to try and become world champ. Apparently, the circuits are accurate. So you can rev up around the world from Brazil to Japan and Monaco to Detroit.

Water Temperature - Water keeps the engine cool. If it overheats there again could be Turbo Temperature - The

turbo charger boosts the pressure of the air/fuel mixture which is forced into the inlet manifold of the engine. The effect of this, put simply, is to

▼ Overtaking can be tricky

very carefully and with a great deal of thought. It's no good zooming into the lead only to run out of fuel before the finishing line

Gears - The car has six forward gears. The onboard computer displays additional information transmitted to your car from the

I'm no Nigel Mansell when it comes to racing but this sim gives you a taste of life in the fast lane.

► SOUND





REV5 × 1000							
-BOARD	COMPUTE	R AND	TELEMETRY	DATA	FROM	PIT5	COMPUTER

FUEL COMSUMPTION CRITICAL								
BEST LAP		KM TO FINISH	146.38	RM				
RV SPEED	150-38 MPH		146.55	KM				
LAP TIME	83 · 72 SEC							
SPEED	183 · 65 MPH							









a top computer job!

'Desire' is like an intimate conversation on your PC screen! Just phone in and join in for hours of enjoyment. There's no enrolment fee - just one phone call via your modem puts you through to a new world of handy services and fun things to do. Take a look at the menu . . .

Charge Rate 38p inc. VAT peak & 25p inc. VAT per min. off peak. On line from mid-February.

DESIRE LONDON E14 9TW PHONE NOW 0 8 9 8





CHATTER BOX The interactive message board. Say what you want to say -

DESIRE CLASSIFIEDS The perfect place to sell your old computers, or find

GRAFFITI CORNER Whatever you want to say, here's where to say it!

DEBBIE DESIRE'S PROBLEM PAGE Personal, emotional or sexual

stir up a hornets' nest, start up a friendship! See the immediate response!

MAILBOX A handy way to leave messages with friends.



THE POWER HOUSE



DAMBUSTERS – CBM 64 ● AMSTRAD CPC ● SPECTRUM BC's QUEST FOR TIRES – CBM 64 FIGHT NIGHT – CBM 64

DERVISH - SPECTRUM ● AMSTRAD
STREET MACHINE - CBM 64 ● AMSTRAD

LOOK OUT FOR DOUBLE GAME CBM 64 DISKS AT ONLY £4.99

WERHOUSE PUBLISHING LIMITED, 204 WORLE ROAD, LONDON, SW20 8P



ATATATATATATATATATATATATATATATA







SOLDIERS OF FORTUNE







The coin-op smash hit from micro. This conversion with all the original play features takes you into a thrilling alien world negotiate force fields take on fanatical querillas as you infiltrate their

Split second timing and

WORLDS APART,

play of the arcade offers a real challenge

Seven gruelling events, plus a







IN STORE NOW.

EACH AVAILABLE ON DISK AND CASSETTE



Ocean Software Limited - 6 Central Street - Manchester - M2 5NS - Telephone 061 832 6633 - Telex 669977 OCEANS G





there's rich pickings on points. But, then again, they may both turn on you. Another time they may not take the offensive, prefering to adopt a more defensive strategy.

TERNATIONAL MARATE PLUS AMERICAN MARATE PLUS

► MACHINES: CBM64/SPECTRUM/ AMSTRAD ► SUPPLIER: SYSTEM 3 ► PRICE: £9.99 ► VERSION TESTED: AMSTRAD ► REVIEWER: PAUL BOUGHTON

You should have been there!
The backflip across the screen
defied description. The move
was only marred by this clown
in a red suit delivering a
headbutt straight in my kisser. I
was out for the count.

was out for the count.
There are very few games around nowadays that make your Amstrad smile. There's Gryzor, of course, and . . . well, that's it really. Thank God for International Karate Plus

The power play is pretia and the accepted standard for much the accepted standard for much the accepted standard for much the accepted standard for points. However, System 3 has added a new twist -- the third flight, the joker in the pack which means that you daren't turn your back unless you want a first or foot smacked into it.

There is also a new bonus screen in which you must deflect bouncing balls with a shield. But more of that later.

Your player has 17 joystick moves, ranging from the previously mentioned spectacular backflip to flying leap kick, front face punch to crouching stomach punch and headbutt to reverse face kick.

So you can see there're plenty of options when it comes to taking your opponents apart. A match consists of two fight rounds and a bonus round. You can either have one player against two computer-

can either have one player against two computercontrolled fighters or two human-controlled men fighting each other and the computer

fighter.
Points are awarded for punches, kicks and butts. An

animated judo judge appears every thiry seconds to announce the current position of the fighters. Every third round you get—if you're

winning - to play the bonus round. As I said before, in this you must deflect balls, which bounce from both sides of the

As I said before, in this you must deflect balls, which bounce from both sides of the screen, with a hand-held shield. This is okay for a while but I

Here comes the judge.

became a little bored with it after the first few times. As the rounds progress the fighting becomes progressively harder. Players get coloured

belts awarded at around level 25.

A nice touch is that the computer-controlled fighters do not perform the same strategy each time. They may, for example, fight each other and

The background graphics and the animation of the fighters are really neat. The sound is okay, too.

So if you fancy beating up

your Amstrad, then International Karate Plus is just the game to do it.

► GRAPHICS ► SOUND ► VALUE ► PLAYABILITY





You've bought the mag, read the reviews. now get blasting those nasties with the C + VG Joystick! Exclusive to our

readers it's a customised version of the Euromax Elite model.

With its advanced design, accurate fire, unique colour and giveaway price, it was ust too much for the Ed. Recently he was seen sneaking down the fire escape with a crateful earmarked for his chums!

So to stand out from the crowd, all you have to do is fill in the coupon and rush down to your nearest post box.

But hurry, stocks are limited and the Ed is getting zippy!! Suitable for Atari, Commodore,

Amstrad and MSX. Also with interfaces:- Sinclair, BBC and Electron. ______

Please send me_ _C+VG Joystick(s) at £11.95 + £1.24 p+p. Total amount enclosed £ Please make cheques payable to: Computer & Video Games Name Address.

Postcode.

Please return to: Computer & Video Games Joystick Offer, 14 Holkhom Road, Orton Southgate, Peterborough PE2 0EF. TEL: 0733 237111. Allow 28 days for delivery

Outstanding Features *High Durability Advanced design and precision engineering. *Rapid response Guaranteed by uniquely constructed bearing and gate assembly. *Ultra Sensitive -Fitted with short travel micro switches. *Absolute accuracy

In multi directional movement. *Reduced fatigue

Advanced ergonomic design reduces effort - suitable for left or right hand play. *1.5m cord — allow

for best playing position. Guaranteed - Full 6 months guarantee

against any .. defective parts.







4DWP

- ► MACHINES: ST. AMIGA.
- ➤ MACHINES: ST. AMIGA.
 SPECTRUM. CBM 64
 ➤ SUPPLIER: MELBOURNE HOUSE
 PRICE: £19.99 ST AND AMIGA.
 SPECTRUM AND CBM 64 £9.99
 ▼ERSION TESTED: SPECTRUM
 REVIEWER: EUGENE LACEY How do you get into the

lucrative arcade licence market without coughing up the obligatory telephone numbers of Easy: just start up your own arcade arm and convert the

games yourself With such logic has Mastertronic entered the fray. Despite the modest smoke screen of putting the game out on their Melbourne House label, product. How well it has done

in the arcades has yet to be assessed, but it certainly looked mighty impressive on the Amiga. It has many of the right ingredients mentioning "road in the title (thus cashing in on the driving game craze) and having a two player option for those gregarious arcade types.

The player controls a Battlesphere moving down a actually stays still and the road scrolls towards you, but it all amounts to the same thing). The sphere moves from side to side and the gun turret on top

To get to the next level, all the shaded blocks moving past the side of the road must be blown away but naturally the

road is strewn with hazards. laser barriers and hovering The balls give the

Battlesphere greater firepower if hit but things get really tough. the Battlesphere has the handy impersonations and roll up into a ball. This protects it against

most hazards. One major problem can be the other Battlesphere that hangs the computer, it plays a fairly passive role, but obviously if in the hands of another player, it can either be a help, knocking out threatening balls, or a real

pain in the posterior, barging

you off the road.

Converting this game onto the spectrum has meant that a lot of the frills have gone. The multicolour graphics have become monochrome and the odd beep is no substitute for digitised sound Unfortunately, as so often

happens, stripped of its gloss the game turns out to be nothing special at all. Once you've got the hang of the first few hazards, you have to go through half a dozen levels before anything new comes

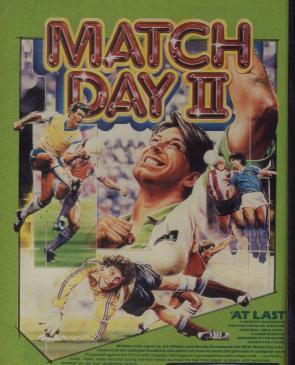
along.
The graphics are well drawn and smoothly animated and the whole package is very slick, but shoot-em-ups this is not one that stands out.













7.95 8.95



Ocean House



M3 FN IS Tall at a 2011 200 200 Tall at 20

TETAIS.



A NEW WORLD FROM RUSSIA

"... one of the all time computer classics ... unbelievably addictive ... it's perfectly simple and simply perfect." 94% Zzap 64

Available on Commodore 64/128 Tape and Disk - Spectrum Tape and Disc - Amstrad CPC Tape and Disk - Amstrad PCW Tape and Disk - BBC/Electron Tape and Disc - MSX Tape - Atari ST Disk - Amiga Disk - IBM PC and Compatables.

Published by Mirrorsoft Ltd. - Athene House - 66-73 Shoe Lang - London - ECAD A

NOW AVAILABLE FOR ATARI ST







High performance racing, High performance game, High performance action.



. OVER 250,000, ALREADY SOLD! 🕋 excitement of driving a high performance sports car in this teasing time ILLE KALLE As many millions have before you, experience the exhibitation and

CBM 64/128 £9.99t, £11.99d Amstrad £9.99t. £14.99d Atari ST £19.99d







Oh sure you've seen tapes on maas before. But not like this. Bought a mag with a playable demo eh? Even seen a mag with some game

strapped on have you? Excuse us while we stop laughing. SU Megatape One consists of:

shoot'em-up especially written by top programmers Binary Design).

• Exclusive game — Zarjas (a

• Playable Demo: 19 The Hot new game from Cascade play it her

• Pokes on Tape! Never before seen! No typing needed just load up your game tape and Wah! Infinite Lives!

• Fab Kamikaze Bear Loading Screen.

We're not messing around. Don't you.

BUY SINCLAIR USER WITH MEGATAPE 1 OUT FEBRUARY 18th



► MACHINES ► MACHINES: SPECTRUM/AMSTRAD/CBM 64 ► SUPPLIER: TV GAMES ► PRICE: £7.95 ► VERSION TESTED: AMSTRAD ► REVIEWER: PAUL BOUGHTON With Blockbusters, TV Games came up with a brilliant little game. It was fun, addictive. made you laugh and really captured the spirit of the television programme it was The Krypton Factor is. however, a far less successful attempt to bring the guiz and task show to the computer

really lend itself to the home micro and the resulting game I found very slow to play. Almost tediously slow.

The game's individual parts are all taken from the show and each has to be loaded separately which again means there's a lot of sitting around doing nothing. All are played against the clock.

computer. This is real brain Up to four people play, each ▼ General knowledge - the best section

want to be from the eight supplied, although you can change character details if you

The first section is mental agility. Here a series of numbers is flashed onto the screen. Each player must arrange the numbers in their head in correct ascending numerical order and re-enter them into the

Next is the observation round. A story and related picture are shown. The story scrolls along the bottom of the screen. This is shown twice only certain changes are made to the picture and story which you have to spot. This section

was so boring that I nearly nodded off several times. The response round promised

▼ Move the cycling machine.





- ► MACHINES: SPECTRUM/
- AMSTRAD

 SUPPLIER: CODE MASTERS ► PRICE: £4.99

 VERSIONS TESTED: SPECTRUM

fault of the programmers but the rather restrictive format of

AMSTRAD ► REVIEWER: PAUL BOUGHTON

This latest Code Masters' simulation package promises so

much. But, for me, the promise, is not delivered. For the very reasonable sum

of £4.99 you get two cassettes containing the standard game. the expert game, extra courses based on coastlines and extra courses based on docks. making 24 circuits in all. Not only that. There's also a colour

All this is flawed by the fact that the game is not good. In fact, it's boring.

poster and a Code Masters

The courses are viewed from above. There are four jetbikes in each race and up to two people can play. You race against the clock, completing two circuits in the time, and must steer between the numbered buoys in the correct sequence. If you qualify you go onto the next course. In all there are five courses to be beaten in each

Both the Spectrum and Amstrad versions make an attempt at speech. I had to several times before I could make out what it was. The Amstrad speech is a little

The jetbikes themselves appear as little more than small arrow shaped creations with a stream of what seems like





what I hoped. Some hope! What you have to do is move a cycling machine from one side of the screen to the other. The keys you hit must be hit at different rates. The second part of this section tests colour sense. At this stage the colour temporarily gave up on my TV so I decided to skip this section. I didn't think my life would be a

The physical ability section is the Krypton Factor assault course. You are presented with a view of the course from above and the characters are controlled with four keys each representing strength, stamina, arm power and leg power. You must tap the appropriate key at the right moment. The action I hoped for to liven up the game turned out to be pretty tame

The intelligence section sees you trying to re-assemble a puzzle, and the general knowledge part is fairly obvious. In fact, this last section was the most enjoyable bit for me. It's a pity I had to plough through the other bits to get to it. I can't fault the Kryptor Factor and say it's not a faithful







resentation of the TV programme because it is. And that's where the trouble lies. The programme isn't really a suitable subject for a computer game. It's too much of a mishmash of tests, skills, intelligence and strength to

form a comprehensive game. For faithful TV fans only. By the way, marks for graphics and sound are almost meaningless and are not the essential part of the game.

■ GRAPHICS SOUND VALUE ► PLAYABILITY

games

bubbles coming from the back. So it's down to an actual race. On the Spectrum version I first elected to use the keyboard. "Get ready," croaked the Speccie. I got ready. Tension didn't mount.

The computer-controlled bikes rocketed away. Well, perhaps not quite, but they moved a lot faster than me. I shot off in an

islands, moored boats disappearing under walk ways. eventually being run over by my fellow competitors. All that and I still didn't sink A few more attempts failed

to see any significant improvement in my race technique or desire to continue playing the game. However, I switched to

gaining some control over , bike. Things became a little some control over the better but I still appeared to be out of control most of the time. In a last ditch attempt, I switched to the Amstrad with

the same lack of effect. The sound effects on the Amstrad was a series of bings and bongs, the significance of which I couldn't quite make out. On the Spectrum it was

I'm sure jetbike racing is probably one of the most exciting water sports. Jethike Simulator is not one of the most exciting of computer

- CDADUIC ► PLAYABILI











FOOTBALL B CRICKET

SPORTS SIMULATIONS FROM E & J SOFTWARE (Frankished 3 Vener

AMERICA SINUCIA I INDEX PROME E IL JOSETT MARTE (Established Years)

AMERICA CONTROLLA I INDEX PROME E IL JOSETT MARTE (Established Years)

AMERICA CONTROLLA I DEL PORTO DEL PROME I INDEX PROME I INDEX

ANTO DEL PROME I INDEX PROME I INDEX PROME I INDEX PROME I INDEX

AMERICA I INDEX PROME I INDEX PROME I INDEX

AMERICA I INDEX PROME I INDEX PROME I INDEX

AMERICA I INDEX PROME I INDEX PROME I INDEX

AMERICA I INDEX PROME I INDEX

AMERICA I INDEX PROME I INDEX

AMERICA I INDEX

AMERICA

AMERICA I INDEX

AMERICA

\$29.60 (1985) C 1985 C

ATARI ST OWNERS

APPROX 850 ST TITLES NOW IN STOCK

Carries, Business. Education and utilities.

MICLAND CARRIES UBLIGHARY: The company who over 5 years ago find comewhed the ideas of
POR SALE: HAUGE STOCK CLEARANCE OF ATAM BULIE CASSETTES. Hundreds to dea
of originate, please where for fix and proces.

Other purchasing popular programs in multiplies of their or sat to give all our members a to
Other purchasing popular programs in multiplies. Of their or sat to give all our members a to
Other purchasing popular programs in multiplies. Of their or government of their purphases
Annual Politics. The purphase of their purphases of their purphases of their purphases.

Other purchasing popular programs in multiplies of their or sat to give all our members a to
Annual Politics. The purphase of their purphases of their purphases.

Other purchasing popular purphases.

Denmark and Eire.

A last efficient and friendly service operating a computerised custom built system to keep track
of all your records. Requests are attended to immediately, virtually assuring you a 24 hour
return of service. Regular newsletters and program updates. Plus other inter-club activities.

MIDLAND GAMES LIBRARY 48 READWAY, BISHOPS CLEEVE, CHELTENHAM, GLOS. Tel: 0242-67-4960 9:30-4:30



SOFTWARE SUPERSAVERS 72 NORTH STREET, ROMFORD RM1 1DA 0708-765271 I's bredit card details including explay date, to Software Supersavers, 72 North Street, Romford, Essex RM1 1DA. r use block capitals for your NAME, ADDRESS, make of COMPUTER and your choice of GAMES. ne orous capsurs for your NAME, AUDITESS, Make of COMPTUTES and your choice of Visitors to our shop are welcome, but must bring this ad to obtain mail order prices. P&P included UK on orders over CS 00, Under US 00 and overseas 11 00 oer box. Freetay 1, 2, 3 gr 4, feetay Payor Disease Principlates Freetay Disease Freetay Postal Resign 1, 5 Seet Choke Sauth Country Seetay Payor Security Seetay 1, 18 Seeta 丁節 11 漢字 11 Solid Get
207
Selection Selection
Selection Selection
Selection Selection
Selection Selection
Selection Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
Selection
S Rylderig Historich Kurters, Woon Hr.Kurde Hr.Kurde H.Kurde Hotelster Temple Impossible Wissen 1 Imposible Weal Jack Signer II Jack Signer III Jack Signer III Jack Signer III Jack Signer IIII Jack Signer IIII Weathfull Wega Aproxises Waga Aproxises Waga Aproxises Waga Aproxises C39654 Morpheus Marking II Magniture 7 Min Pyt Ange Warsel I. F Mohalia Apr. Tact Rights
Apr. Tact Rights
ACC 1
Adv. Ant Studio (128)
Antanod
Athenia
Actic Right (200)
Artin Mouse
Actic Rights
A 11.00 12.00 2.00 5.00 7.00 7.00 7.00 7.00 Prett Region Power at Sea Quette Nantoger Rating Trund Red October Samagada Red Cell

SOFTWARE AVAILABLE FOR ALL OTHER MACHINES. PLEASE WRITE FOR LISTS

Drink, drugs, decadence . . . who'd review films for C+VG? Ward R Street would, as he finds that February's the month for filth and T Stol thrills.

It's a good thing that this is a leap year because February's so packed with quality pictures, you'll need that extra day to take them all in! There's a couple of comedy thrillers plus enough sex. drugs and sleaze to keep

Mary Whitehouse in hysterics. So whichever wild side you prefer, prepare to take a walk. Contrary to its exciting

image, ninety percent of police work is dull routine. There's the paperwork mundane detection and worst of all, the protracted boredom of a Stakeout (15). Perhaps it's hardly surprising that Seattle detectives Chris Lecce, Bill

Reimers and their colleagues all act a bit crazy This particular stakeout seems particularly pointless as the escaped convict isn't really expected to show up at his ex-girlfriend Maria's house and if he does, Chris and Bill aren't supposed to arrest him because the FBI

want to the glamour of recapturing him for themselves. Still, the job does have its

perks, like the constant practical jokes that the cops play on each other. And then there's Maria. Like a couple of Peeping Toms, Chris and Bill spy on every activity of her life - and they're

authorised to do it. They're not authorised to get more closely involved though, but when Chris osses the street to place a bug in her phone, his interest becomes decidedly un-professional. He falls in love! After that it's a question of how he can carry on his romance without letting her know that he's a cop or his fellow cops knowing that he's keeping

her under extremely close surveillance. With Richard Dreyfuss as Chris and Emilio Estevez as Bill, there are plenty of laughs as the situation gets ever more complex, but when il-breaking boyfriend Stick nally makes a surprise

story, sort of brought up to date. The house creaks and things go bump in the night while the wind howls

through the holes in the plot. You know that you're in for an artificial couple of hours when Mary Steenburgen plays three roles. Thankfully she only has to concentrate on one for most of the time. As Katie McGovern she's chosen to take over a part in a movie because she's a look-alike for its missing star. Meanwhile the film producer's assistant, Roddy McDowall, is a look alike for Antony Perkins in

Even this isn't enough to make her turn back though, so she arrives at the snowbound house only to find that

▼ Night on the Town:

arrival in Seattle, it doesn't short-change you on the action. Stake this one out at

your local cinema soon! The only thing more boring than a stakeout is babysitting. Right! Wrong! A Night on the Town (PG) is a night to remember Christine is the unfortunate seventeen vear-old stuck with young Brad and his kid sister Sara when her

boyfriend unexpectedly cancels a date. She expects a quiet vening in front of the TV but what she gets is a journey into dark.

dangerous, downtown Chicago which brings her and the kids into contact with menacing mobsters, a one-handed pick-up driver and even the Mighty Thor! tagging along for the ride is Brad's buddy Daryl, a precocious brat who seems to think that he's God's gift to women before he even starts

shaving! Meanwhile the reason for this deadly quest. Chris's friend Brenda, is stuck in the bus station, surrounded by winos and weirdos who won't let her use the phone because they claim it's their home. Move over the yuppie nightmare movie - this is a teenage terror pic as every crazy situation only gets

Like a kitten with a ball of

string, A Night on the Town just tangles its threads until it looks like Chris will never unravel the plot. But it's every good baby-sitter's duty to get their charges back before their parents arrive home. Cancel all baby sitting appointments to find out if she succeeds.

Now for a little test. A young woman, stranded in a mansion in the middle of nowhere, with a couple of middle aged men who seem to be several snowflakes short of a blizzard, prepares for bed. She carefully locks the door, but on the wall opposite is a full-length mirror. What happens next? if you've ever watched one of those old dark house moves on television, you'll know exactly what to expect. Dead of Winter (18) is the same



▲ Dead of winter: Frozen action

there's no evidence of a film being made - but there's every sign that the author of Dead of Winter has seen far too many melodramatic old movies. Still, it's too late to escape and it only remains to see if she survives and what her third role is. As directed by Arthur

Penn, who made Bonnie and

The Big Screen

Clyde, the film undoubtedly looks good and has a certain flair, but unless you're really attracted to the sort of plot which comes on like a trainee Sleuth, then you're likely to groan as loudly as

the house.

Now it's on with the rubber gloves as we sample some sleaze. Stateside-style. Barfly (18) begins with two guys hammering the hell out of each other in a back-alley, and it took me a minute to realise that one of them is Mickey Rourke. His lip is split, his jaw juts like a cro-

split, his jaw juts like a cro-

knows that pain and good humour sit side by side on skid-row, and he drains every last drop of laughter from the bottle labelled 'despair'. Brilliant performances to from Rourke, who can do no wrong, and Faye Dunaway

as Wanda.

Not that the British are far behind when it comes to squalor. Withnail and I (15) seem to have spent the sixties so far out of their skulls on drink and drugs that they've not done the washing up for the whole

decade. Even The Young Ones

V Bor thy, Foyo swoth Mickey.

Would have felt moved to show the state of the swoth that the swoth the swoth the swoth that the swoth that the swoth the swot

magnon man and his beard is to designer stubble what Woolworth is to high fashion.

Iashion.

Rourke is Henry Chinaski, all-out alcoholic and errand boy in a Los Angeles bar, inhabited by freaks, misfts and the odd extra from a zombie movie at least they look brain dead! But Henry, when he's sobre enough, is also a writer and Tully, the upper-class editor

of a literary magazine wants for than just his poetry! Henry's involved with Wanda Wilcox though. Despite her faded beauty she's as crazy as the rest of them, particularly when she's got a bottle between her lips—which is most of the time. She and Henry are a pair made in alcoholic heaven, and anyone who tries to come between them

has to go through hell. Sound depressing? Well, it's not. Forget Cheers – this is bar-life with real beers and black humour chasers. Author Charles Bukowski tidy this tip.

It was twenty years ago today (or thereabouts) that writer-director Bruce Robinson was living in Camden Town with another struggling actor, while a ragbag assortment of freaky friends passed through their flat. His memoir of that era is quite simply hysterical.

When the horrors of London – and that pile of greasy dishes – finally get too much, Withnail and the otherwise anonymous T borrow a cottage in the West country from Withnail's flamboyantly gay uncle.

Too late they find that the natives are far from friendly but that the predatory uncle, who arrives unexpectedly in the middle of the night, is –

y particularly towards T!

The performances of the sweetly innocent Paul McGann and manic Richard E Grant, who can even find consolation in a bottle of lighter fluid, are brilliant. Like Barfly, it's not an allout action film, but it is hysterically funny. Funny

enough to become my film of the month, in fact. But decadence and drugs know no class barriers, and even Withnail would be

hard put to match the aristocracy at play in Africa during the 1940s. Who cares if there's a war – in Kenya's Happy Valley the toffs are

Happy Valley to toffs are a burney valley the toffs are properties of the control of the control

Eventually the attractions

V White Mischel: Neophy let.

of his bulging wallet are outweighed by the unattractiveness of his bulging belly and she runs off with Erroll. But these being British citizens, lips remain stiff at all times – until Erroll's is permanently chilled by a bullet in the brain.

The real fun in White Mischief is watching middle-aged aristos acting worse than a Club 18-30 mob. It sets the scene nicely for the trial of Broughton t and keeps you guessing—did he do it? I'm not telling. You'll have to see it for yourself and you can rest assured, there are no Out of Africa pretty pictures of flamingout to hore you in this

flamingos to bore you in this one! Drugs scar the surface of contemporary Dublin's fair city too, where The Courier (15) is likely to be carrying a packet of crack to the local dealer, who is using ordinary motorcycle messengers to

run his deadly dope around town.

Messenger Mark is drawn into the plot when his best-friend Danny dies after taking poisoned smack. With Danny's sister, Colette, well-played by ex-Pogue Cait O'Riordan, he sets out to take his revenge on gang at the best of the dead of

This is a first film from a tiny Irish independent company, made on a miniscule budget. It manages to avoid all the obvious cliches, and if a few aspects of the plot are less than satisfactory, it still has a freshness and a sense of being close to the street-level missing from most Hollywood epics.

An example of moviemaking-by-numbers is Teen Wolf Too (PG), a sort of sequel to the surprise hit of last year. I say sort of because Michael J. Fox has moved on to better things, to be replaced by a looksvaguely-similar, Jason Bateman, in the film teen Wolf's cousin and in real life the producer's son! Apart from that it's virtually a re-run of the original, with boxing replacing basketball, and the addition of the ever wonderful John Astin (Gomez from The Addams Family) as the ambitious

college head.

The make up and effects are atrocious and when the script runs out of ideas the director throws in a totally unnecessary, and badly executed musical number, that looks as if he's auditioning to direct promos in future.

And finally, remember Bellman and True. I've raved about this superb British thriller twice nowand each time it's had its release put back. Well, now it's scheduled for April, so let's hope it doesn't disappear in mysterious circumstances again!



Micro.★ software by mail



..... from this fast moving authentic drag racing simulation.



Jump to the smell of burning rubber as you "burn-in" your tyres. Recoil from the heat of your turbos as you gun your engine. Feel the snap of the G Force as you release your clutch.

This is the world of drag racing as recreated by Shirley Muldowney, 3 times world champion in Professional Top Fuel Bragsters. Tensely wait for the champion of yards in head-to-head challenge with Shirley in one of her best championship races.

But be careful. Don't red light, smoke your tyres or blow your engine ... there's a long season ahead.



CBM 64/128 £9.99 CASSETTE



CBM 64/128 £11.99 DISK

U.S. Gold Ltd., Units 2/3 Holford Way, Holf Birmingham B6 7AX. Tel: 021 356 3388

NEXTE

Next month C+VG launches a great new feature – Winner Stays On. This is your chance to prove that your joystick is the hottest around.

If your high scores are as long as your elbow and you reckon you can clock anything that moves — now is your chance

to prove it.

We want to hear from gamers who feel they are a bit tasty. Write in and tell us your best scores.

Ten of the best entrants will then be invited down for a fun day out at Priory Court where we will establish just who is numero uno. The winner then stays on — to face a challenger every most bustil best to ...

lost was samme and an achallenger every month until beaten.

The monthly challenges will be fought out on a range of new releases and the winner will receive a copy of each game for his /her system plus a bag of C+VG goodies – T Shirt, binders and badaes.

NEW HINTS AND TIPS COLUMN

We have taken a long hard look at hints and tips in C+VG and have decided to give it a real boost. If you thought it just came down to maps and pokes then you would be wrong — check us out next month for a few surprises.

ATARI ST AND AMIGO

We have just extended our computer room to make space for an extra ST and Amiga. We need two of each to bash out reviews of all the 16 bit games that are arriving at the moment. Check next month's C+VG for the most complete guide to the 16 bit games scene.

BETTER REVIEWS

We've got a brand new team and they are raring to go. Get us next month for some fresh opinions.

MEAN MACHINES

All the latest cartridges reviewed plus all that's hot in Sega/Nintendo land.

THE BIG COMPO

It's big, it's a secret, and you had better not miss it.

On sale March 15th. Fatter than any other mag and still the best value around at £1.10.

Dear Mr Newsagent, Avoid a visit from Shuck and Doode and reserve me a copy of Computer + Video Games, April issue!

Name _____

Hurtle into the future with April's C+VG out on March 26th. It's hotter than hell . . . in a cool sort of way.

there are some games that you do not play alone trightmare

MEGASAVE FANTASTIC SAVINGS

Andy Cape SPECTRUM		Rolling Thunder	5.95	LazerTag	
ANDY CADO	6.55	Preditor	8.25		
Starwars D1	6.55	Ironiforsa	4.95		
Garry Lineker's Soccer D3		Boot Camp			
After World Games		Carrier Command			
Dan Dare # 01		Time & Magic			
Werewalves of London		Magnificent 7			
Pegissus Bridge (35		Football Manager II			
Sorberer's Lond		Rying Shark			
Катрире					
It Karate +		Inside Outing			
Airbourne Ranger					
Bobsleigh					
					-5
Sidearms					
					m8
		Pio-Land	1.00	Aenegade 00	
				War S. Pacific DSX only	
		Matchday (I D1 4 Hits Hewson D1			
		Trac01		Super-Hangan D1	
		North Star		Planton Oub.	
		Imp Mission II		Red October 04	
				Best Elle Vol 16204	
				Middlels 03	
		COMMODORE 64 Dan Gare II O1		Presser 02	
		Starwars 01		Iron Horse 01	
Dritter CS		Gary Lireker's Soccer D1		Boot Carry D1	
Apieche Gunship (13		Air, World Games D1			
Come Set & Moren ()1				Mignificent 705	
		Endure Racer II	0.95		
Penegade D1	- 4.90	MICHEL CONCORDS	5.35	Salamander (11 Inside Outing (21	
Wid Class Leader 9'd D3	4.50	Pegasus Bridge DS	135	Prison Cuting Cit	
indiana Jores	7.50	Sencerer's Lord DS	2.35		
Super Sprint	5.95	Rampage 01	6.55	Knight Games 101	
Judge Geath	6.30	In Karate + D1	5.25	Imp Mission 101	- 61
Syer 01	6.90	Arbourne/Ranger D4	11.95	Sedan 03. Cever & Snart 03	
California Garnes (13	4.95	Steath Fighter D4	_ 11.95	Clever & Smart (1)	
Nov Tactical Fighter	6.90	Bobsleigh (31) Adv Tactical Fighter (31)	6.35		
NOV TACKOS Prightter	0.95	Adv Tactical Fighter (11	5.25		
P. Add Towns	7.95				
Rubble Bobble D1	4.95	Thundercats 01			
Endure Racer II	3.55	Roy of Rovers 01	5.25		
				40 & Index 01	
Super Hang-on. Phartom Dua 01	4.95	Side Arms (3)	6.95	Matchday II	5.9
Ruper Hang-on. Phantom Dub 01 Bot Ortober	4.95	Side Arms (3)	6.95	Matchday II Apolio 18-01 PHM Pagassis 01	5.9

Send cheque-PO In: Megasawe, Sept CVG, 49H Sotherland Street, Visionia, Landon SW1 1

Send Cheque-PO In: Megasawe, Sept CVG, 49H Sotherland Street, Visionia, Landon SW1 1

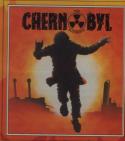
Send Sor has let of new releases: Amstrad, C16, MSSC, Alart ST

Anips. Commodition. Spectrum and +3 state which II — Date available



EXPLOSIVE ACTION

The reactor wants to live, its automatic defense mechanisms may not ... only you are the difference between continuing calm or almighty destruction.



From the creator of the superb 'Super Huey Helicopter Flight Simulator' series, Paul Norman, comes another amazing challenge to your powers of reason and reactive skills.

Finding yourself within the central computer of a nuclear power plant, things suddenly start going wrong and if you fail to act quickly and take the right precautions then danger will turn to crisis and the safety of millions of people and thousands of square miles is jeopardised.

thousands of square miles is jeopardised.

A drama and challenge of chilling realism and awesome consequences.



CBM 64/128 £9.99 CASSETTE



U.S. Gold Ltd., Units 2/3 Holford Way, Holford Birmingham B6 7AX. Tel: 021 356 3388



ALL THE FEATURES OF WORLDCLASS LEADERBOARD IN THIS GREAT NEW 4 COURSE COMPILATION A



Following the amazing success of the now legendary Leaderboard series of products. Famous Courses of the World presents four superb new challengers for the joystick golf

From the infamous Pebble Beach Course on the California coastline to the historical course of Muirfield, Edinburgh, the oldest golf club in the world. From the beautiful Colonial Country Club built by Texas oil baron

Martin Leonard to the "designed for computer" challenge of Access's Glenmoor course. Great Courses of the World is a must for anyone hooked on computer golf.



LEADERBOARD PRODUCT INDEX							
	SPECTRUM	AMSTRAD	CBM 64	ATARI	ATARI ST	IBM	AMIGA
LEADERBOARD	9.99c	9.99c 14.99d	9.99c 14.99d	9.99c 14.99d	24.99d		24.99d
EXECUTIVE LEADERBOARD			9.99c 14.99d				
LEADERBOARD TOURNAMENT	4.99c	4.99c 9.99d	4.99c 6.99d	4.99c 6.99d	9.99d		
WORLD CLASS LEADERBOARD	8.99c 12.99d*	9.99c 14.99d	9.99c 11.99d			24.99d	
FAMOUS COURSES	4.99c	4.99c 9.99d	4.99c 6.99d	A			
FAMOUS COURSES 2			4.99c 6.99d				

rightmare Getit how... before it

NATIONAL COMPUTER LIBRARY Hire Software

Before You Buy It

 NOW UNDER new management OVER 8,000 different titles available for hire for the COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD all models, ATARI, and MSX computers, ATARI ST, and now CBM AMIGA.

ARCAD ADVENTURE, EDUCATIONAL and BUSINESS software too.

HIRE PRICES from only £1.00 INC. P&P.

20% DISCOUNT off all purchase software

LIFE MEMBERSHIP £6.00. Hire your first title FOC.

FREE CATALOGUE

FAST RETURN OF POST SERVICE (if reserves are given). ALL GAMES manufactured ORIGINALS with full

LARGE DISCOUNTS ON ALL PURCHASES for members UP TO 65% OFF software, regular sales lists sent to all

Full computerised system keeps track of your order. We pride

United Kingdom, with experienced staff who know what the

Send large S.A.E. now for free catalo NATIONAL COMPUTER LIBRARY

NAME

ADDRESS

COMPUTER MODEL

			SHI	EKHAN	Α.	COMPL	JTI	ER SER'	v
SPECTRUP* on fun - D2 fine Sars Dud 8 Sarande Tunder Cas - D7 70 Battle Battle fon Hore Mainr of Universe - Move Replace T 78 Tall Namens	195 699 195 195 199 795 196 499	Soncerer Land Combas School	Our Price 19 15 15 15 15 15 15 15 15 15 15 15 15 15	** APSTRAD ** AP Ar Sude Das Sar Goto De Sar Goto De Walson De Walson De Walson De Desert Ras Said Gailt - D2 Desert Ras Said Ras Desert Cammand - D4 Tree + Magail - D4 Desert Ras Desert Said Ra	Our Price 1915 1195 1195 1195 1195 1195 1195 119	2 SEGA = 2 Zanoro 3-D Cognitive Programment Security Security Security Action Egitter Action Egitter Month Social World Social The Nega After Burn World Social World Social W	Our Prior 1495 1995 1995 1995 1995 1995 1995 1995	COMMODORE 64 + Actor Replie Professional Out Not 102	0 PM 131 71 61 71 61 71 61 71 61 71 71 71 71 71 71 71 71 71 71 71 71 71
Pas Land Blae Theore Europe Acres Med Algomens		Plan Point Macrida 8 - D2 Pharrys Ratter Victory Road	5.95	Bubble Bobble - D2 Enlightenmenn-Druid II - D Deluve Scrabble Diss Gnome Ranger - D3 California Comes - D3	2 695 1195 796	Zifeen Endura Racer Wants Grand Pro- Secret Command	1995	Advanced Art Studio - DS Guild of Theres (disk only) Rom Russer - D0 Gaustick 6 - D0	141

198 Carlores Dans D. D. Salamer Co. 2015 Separate D. 2015 e I Dist Cover register Interface EX Mouse ++ AMSTRAD ++ ARTCH House

ARTCHARD

Front is A JASTISAD =
Green (F. A. Prizot.)

Advance (F. A. Prizot.)

Bellet (F.

Not A Ferry More Indians Junes - D2 Bank Tale 1 - D46 Kingto Carnes B - D2 Judge Death - D2 Death of Guide Card-Sale or Drine - D2 Death or D3 Fe Lee Nings - D2 Freducer - D2 Cultimate -

The Last Nings - D2 Predator - D2 Predator - D2 Min Office II - D4 Bornark - D2 Migorificere 7 - D3 Pred Last - D3 April - D3 Sileon Sheath - D3 Sileon Sheath - D3 Sheb - D3 Three Branas - D4 bio Euger - DO
Front Paper - D4
Magnour - D4
Magnour - D5
Franc D - D5 State of the Company of the Company

Barth Tale 1
Bac Chitalier
Caption American
Wilsreb Ware
Briner Starr

** AMIGA ** Marbie Mariness Backlash Right Simulator E Ego Pharesse)

Footbal Manager Is Soar Trok Ego Armer Mones Sap Fight Soar Wars Soptists Entermonen Soatballer Threat Paraus Sauthagery Bank Lomp Is a Hackey Rank Tale I Rad Chisaler

Retain Retain An B0/28K - £7 501 Lear Tigs Day Septim Self Gold - D2

Get an Ill EYE hill

Draw closer to this page. Look into my eyes without blinking. You are falling under my spell. You feel compelled to enter this competition. When you have finished reading the page, you will wake

up in a happy state of mind.

£ye was a huge selling board game at
Christmas. Despite a simple concept, the
game develops into a mind-baggling
battle of wits, strategies and memory as
you plot and counter-plot on the everchanging spirals of colour. It's quite
that playing describe but easy one

And now Eye is available on computer from Prism Leisure. And, on reflection, the guys at Prism have come up with these great Eye products as prizes in this competition. So get an Eyed of this

competition. So get an Eyeful of this.
First prize is the Eye computer game,
the board game and the official
handbook.

Here's what you have to do. The Eye game is based on a constantly changing





pattern of colours. What we want you to do is draw or paint an eye with a multitude of wonderful colours in the pupil. The best pattern will win.

Sent you entry together with win.
Sent you entry together with the printed our entry together with the printed our entry together with together yield to grant yield to grant yield to grant yield yie

THE SECOND SECOND	Š
EYE COMPETITION	
NAME	
ADDRESS	

MY COMPUTER IS A



Boscoph Roseach of unities from the C+VG/Land of unities from the Characteristic fro

After actinity finesquit histocounts of entires from the C+VEV in Montettonic with a Sociounic county on completion in Normelbust, was not being pin a sensiors. To produce it is not frequencial Condense (Social Carlonno, Toronto, Sorrey, Josen Denney, Cachanter, Esser, John Carlonno, Toronto, Sorrey, Josen Denney, Cachanter, Esser, John Carlonno, Toronto, Sorrey, Josen Denney, Cachanter, Esser, Denney, Carlonno, Carlonno,

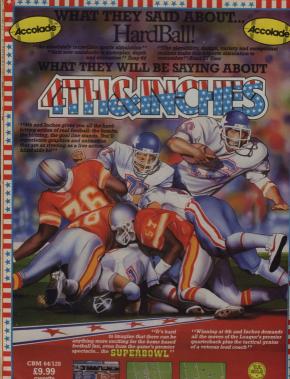
Hotels, Martin Porter, Highgade, Birmingham, Londhan Roman Loi Loin, Stafford, Loidon, Filiap Marey, East Craydon, Surrey, Seven Burke, Haman Hempitod, Hetti, Chris Toylor, C. o Durkon, Dovid Marker, Haman Hempitod, Hetti, Chris Toylor, C. o Durkon, Dovid Andrew Forn, Kingawinford, W. Middlond, Filiap Contrak, Railworth, Marker, Marker, Kingawinford, W. Middlond, Filiap Contrak, Railworth, Works, Alden Wäsn, Co Clera, Intend. Dale Johnston, Tipton, W. Medlende, Paul Michael, Deublisher, Perhaliver, Kohola Brook, Bleebum in Elmet, H. Yorkheire, Kansanih Hofel, Wedon-super-Morte, Demokran in Elmet, H. Yorkheire, Kansanih Hofel, Wedon-super-Mort, Demokran Hamer, A. W. German, M. S. W. Wedon-super-Mort, Demokran Lander, C. C. Durkon, W. Hall Bromble, Scandin











£14.99



Y! TACTICS



Holford Way, Holford Birmingham B6 7AX Tel: 021 356 3388







Alone it stands, majestic and proud... the final hope to Earth's savagery and overpopulation... North Star, a glorious space station withing seene tranquility, too much tranquility... preparations should be underway for the final evacuation.communications are dead, scientists cannot be raised... a dreadful gloom overtakes the population... has their

Only one can find out, only one has the necessary powers. That one is you... a unique leing on a mission to rescue a unique project.

Spectrum 48K £7.99 Cassette Amstrad £9.99 Cassette £14.99 Disk Atari ST £19.99 Disk CBM 64/128

"FROM OUT OF THIS WORLD...

THE FIGHT FOR THIS WORLD!"

VENOM™ STRIKES BACK

Incoming message on MASK computer. Ver have kidnapped SCOTT TRANKER and are holding him on the moon. Unless you him on the moon. Unless you shall not not be more than the holding that you will nearly the him again." Signed Miles Maybem. Met it is faced with a terrible dilens. To appre to VIROM's demand, would give them total control over the Peaceful Nations Alliance, but to ignore their demands would surely mean Scots like.

Can you as Matt Trakker rescue Scott and return him safely to Earth?

Spectrum 48K £7.99 Cassette CBM 64/128 £9.99 Cassette £14.99 Disk Amstrad £9.99 Cassette _£14.99 Disk MSX £7.99 Cassette

MASK™ AND THE ASSOCIATED TRADE MARK ARE THE PROPERTY OF KENNER PRAKER TOYS. INC. (KPT) 1987

WORLDS APART FROM OTHER SOFTWARE!

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield St. 4FS, Telephone (0742) 7534



HIT GAMES

GREATEST **SPORTS PACK**



CASSETTE £12.95

DISK

GAMES

UNLEASH THE



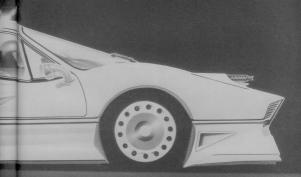
OMMODOR

TOUGH GAME FO

DON'T FORGET TO GET THE LATEST CRL POST

MAIL ORDER: For a Broad Sheet describing the core r Electronic Arts, 11/49 Station Road, Leg CRL Group PLC, CRL House, 9 Kings Yarry

FOAD WARRIOR



DORE SARCADE GAME

DRA TOUGH WORLD

POSTRFROM YOUR FAVOURITE SOFTWARE SHOP

complerance and information on your nearest stockist write to

I-NINETEEN COMPE N-N-N-Now listen here. Get fell in for a n-n-n-nifty

N-N-N-Nineteen competition, the Cascade game

First prize is a visit for you and a pal to Combat one, the fun battle game involving paint guis. The one is based near Brentwood in Essex and you will at £30 towards travelling expenses.

And that's not all. The winner also gets one pair of mbat-style pocket binoculars (see picture), a copy of e hit single and a framed Nineteen poster, signed by e artist and game programmer.

The next three runners-up will get a pair of noculars (see other picture), the record and signed

So what do you have to do? It's simple, just answer the following questions and send your answer to N-N-N-N-Nineteen Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th.





OUESTIONS

inited Edition

MORE THAN 1,000 ...



44 A first rate conversion of a first rate arcade game. ***
TJAP 64 - TJAP SIZZUR 66 Great graphics, good sound, perfect playability, what more could you ask for? 57 CEV G MIT

DIFFERENT SCREENS

NCLAIR USER – SINCLAIR USER CLASSIC The game's brilliant! *** ISTRAD ACTION – MASTERGAME







It's show time again as the arcade game makers display their mega products. C+VG arcade ace Clare Edgeley samples the delights of Thunder Blade, Ninja Warriors and the rest.

t I was mes at frade viris pression bing II and vigames adoppy in 17 james district.

around, rather a lot of good qualify shoot "om ups and punch "em ups, all of which we've seen before in one shope or another. Anyway, to tick off, "Ill start with the biggies — dedicated games, which come in specially designed cabinets. These are always good games, generally cost more to play than your overage blaster, but are which to me.

 THUNDER BLADE

Sega had a strong presence at the show and was launching one game which had one game which had strongeryone talking — Thunder Blade. This is a heliconter resting on skis with a high bucket seat and the screen somewhere down at feet level. You can almost imagine yourself patrolling the skies, looking out

of your perspex out of your perspex out out your perspex out outside as the perspex out of the perspect of the

and you'll go into a screaming nosedive. Missile and cannon buttons are mounted on, the jourtick and on

me joystick and on your left is the speed control gear with notches to allow you to stop dead and hover, fly at quarter, half, threequarters and full speed. It's vital to get the hang of changing your speeds because you ne against to day offborne

The pame starts with a demo run rough a high rise building area – promper whitz past your side, starts or the ground fire child in an attempt to stop your adding flight and snemy oppers lounch into the attack. All o soon, the demo run hums into game proper flough! must say notice to piecesant change to have practice run first.

Swinging your chapter from the towns of the object town the colinet to towns concretaging — if a great. The towns concretaging — if a great. The towns perspective changes of the fast in owing town the control of the fast in owing town chapter of down to pround ever, sitemeng just above the root colemanties, you to be seen the root colemanties, you be to several coulom diest and bomb from the colemanties, your begins to see your height, the seen the control of the colemanties, your begins to the seen the concept to the time seen the or count the time the fast and the control of the colemanties, your proposed to take the or count the time the colemanties. Your proposed to the story sample, ought is upped the only measured.

privide in a mark been shoveling ey into the machine like there no tomorrow, soon as you've sailed through by and got rid of ar dodaed

EE

round the tanks and chappen and find yourself flying over the act and with a huge aircraft contract as the with a huge aircraft contract as the Bomb all the aircraft on its deck, put out of action all mounted cannons — no easy task as there are masses of them and they can writing in a full circle to sight on you

swing in a full circle to sight on you.

On the second level the
perspective changes to a bird's eyi
view of a steep sided canyon. The
risk of taking your chapper down
to ground level is all too real—
you're more likely to end upyou're more likely to end up-

Cett.
There are lots more scenes and levels in this brilliant game. What's more, it should be in most arcades fairly soon and because it is driven mechanically and not through electronics the price of the beast is much lower. Hopefully it'll be prefit widespread.



Tollo's Ninje Worrions is the newest martial arts simulation and is played on the same style cabin as their previous game, Darius. If a huge stand up cabinet with threscreens joined logether to provide one very long playing area. If

let to it.

The staryline differs slightly from eggs Shenob' in so for as you ton't have to rescue hostages, to work to you must lift the soldiers from evil dictator who's heactening to turn the state of Elabor inside out. The Ninja—tither one or two glayers—has een colled in to rid the land of the

Your fart apponents are soldies combat gear and it a simple later to put them as of a discussion of any simple soldies to put them as of a discussion of a dis

which take several hits to kill, these re deadly and will cause you to low a few fuses if they catch upvity you. The first time this appened I couldn't believe my yes. After all, whoever's heard o

Guard dags are another hazars and these tend to attack in position, he year fairly easy to tall, though wasn't sure about the wimper ead tog gives as you put it down.

Ninja Warmors is fun to play and he eatra long screen a a bonus, he graphics are great and the powers at challenge, But if feel that her poblis a more challenging.







FINAL LAP



up, enemy planes knocked out of the skies and bullets must be dadged. It's a bit like Flying Shark







erts games are still big and at the ATE three new ade their debut. Your object is to rescue hostage who are fied up at points throughout the game and to fight the big boss at the end of each level. None of the martial arts games differ greatly in their plot hannow however.

bonus level after each stage. You're given a limited supply of Shuriken (deadly start) which, when thrown, tall the enemy outright. These are best sowed for outright. These are best sowed for the control of the contr

your weapons. A magic ming sper-can be cast once on each stage and this results in your character turning into the Ninja equivalent of a smart bomb. If's hilarious though highly effective. Your figure remains standing still, while

remains standing sim, white replicas of your character shoot out from the body and whiz round the screen, cannoning off the addies like ping pong balls. When e spell is complete, you'll have a unch of dead on your hands. That

includes any hostages if they happen to be still tied up. The bonus level is to prove your skill at throwing Shuriken and

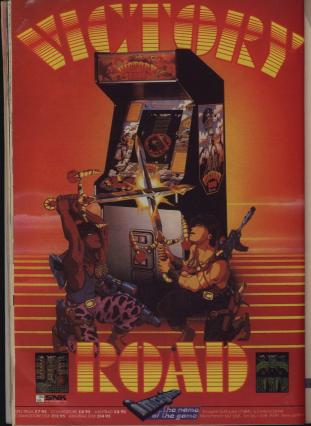




se to you and the other two her away. The enemy appear o

confinued >





HEAVYWEIGHT CHAMP

Heavyweight Champ is in a category of its own. For instead of

player's hooks and jabs.







BLASTEROIDS

a 3D, highly coloured and gameplay, Blasteroids has been given a brand new mage. #5 brilliant, and will revive all the old

Energy crystals can be found by

VIGILANTE

monster thug – don't you always and he must be hit again and

THUNDERCADE





Waynes BYMA

AE's, has ceased to be a full founding gamesmasters have the land of AE's solely on a

In fact one of their G.M.s. Jon Tode, won the Best G.M. everybody's lips is: "What do

Legend has rejected, what

differences of oninion, they dedicated to the game, which



Busy, busy, busy, that is the only way to describe the P.B.M. scene at the moment! Yes, it's all go, with lots of special offers for all you P.B.M'ers out there, so let's get on with keeping you up to date with the news and views from the ever changing world of P.B.M. Remember though, that if you apply for more than one offer you must send the relevant amounts of S.S.A.E's required or you will only receive the first offer you ask for!

attended. We can only

P.B.M., Starglobe, informed designed to frighten you out

game of It's A Crime, the

There is a new P.B.M.



Issue 1 is the better of the an ex Sat G.M., another poetry, more stories, F.R.P.

By the way, I have ten free copies of Totally Zane 0 to give away, and they will be

interpretations of Mrs Little. Epic and Eclipse Competition

Results

CRISIS

Crisis was created by an American called Rick Darn. own, Mystery and Adventure

Crisis is a computerised century Earth and by the use

You'll find that 21st exist today, and they are

and a population of 200 and

Playing the game

The orders you have to

Send Spies

to three spies to three the names of the other countries that the infiltrated

Divisional

Movement

Divisions are conventional ground forces that are used to A division may only move one country per turn. Each and only one divisional movement order to the country can receive only one

Launch I.C.B.M.

This is self-explanatory really, successful, destroys one a target country

Factories

A factory produces money!! game, so they are vitally

quite substantial. It really

Non Player

These are countries that are

computer. You may wish to







SUPER BURNER'S CIRCU









Major Career Programming Opportunities

In-House Opportunities

To £15,000 OTE

Designer/Programmer This is an exciting new role for high achievers, liaising

Senior Programmers,

We have opportunities at various levels for experi-

Senior Designers, Designers, Senior Graphic Artists, Graphic Artists, Senior Musicians, Musicians To £15,900 OTE

people who can work closely with in-house subin this capacity or will have formal qualifications to equip you for these roles.

To £25,000 OTE

Trainee Programmers, Designers, Graphic Artists, Musicians

Opportunities exist for the right people to liaise demic excellence with a creative and effective

Format Supervisors

This role requires highly developed and proven

The development of new products combined with our success in the market place will provide excellent opportunities for challenging work and further career development. In consideration

executed opportunities for chairesting, and in an juriner curve accomment in consideration with this campaign we have produced a Company Opportunity Brochure. If you would like to be a part of one of the most exciting software developments of the future and how you match up, write or phone for the free brochure. Alternatively write or phone with details of your experience Contact George Yapp, Software Development Manager, Software Development Centre, Anchor House, Anchor Road, Aldridge, West Midlands WS9 8PW.

Tel: 0922 55852 Telex 338130 ELITE G Fax: 0543 414842.

ARCADE SMASH

Sub-Contract Opportunities

Liaising with in-house, supervision and support

NINTENDO DEVELOPMENT

OPPORTUNITIES AVAILABLE (FULL SUPPORT GIVEN)

000,0013 TO

\$25,000 OTF iaising with in-house supervision and support-

Development Teams

Designer Programmers

CHAMPIONSHIP SPRINT

Licenced from Atari Games

your driving skills are put to the ultimate test. Ramps to jump, random obstacles to avoid, - driving blind through oil streaked underpasses!! There's no limit to excitement – because you can make

up the circuits!!!



ELECTRIC DREAMS

TM & © 1986 Atori Gor

Commodore Screens







Waynes PLAY BY MAIL

note that these countries buil forces each turn just as a player's country does, but they tend to create divisions in preference to missiles. N.P.C.s will only attack if provoked and have been known to eliminate player that the countries the countries the countries that the coun

Restriction Of

Orders

To balance the game out, there are certain restriction placed on the orders that

You may only write a maximum of ten divisional movements and only nine I.C.B.M. orders per turn. Each country you control may make only one divisions

You may not move more divisions out of a country than the number that started

there.

Hints and Tips

If you intend playing this game here are a few things you should know: Cover your world map with the clear cellophane that is used to cover books in Libraries. Then buy some chinagraph pencils and use them to mark of where your troops have moved, what areas you controls etc. The great thing about these is that they can be wiped off with a damp cloth.

You should expand your area of control rapidly, takin over your N.P.C. neighbours swiftly and clinically.

country as soon as possible. Establish a basis of negotiations with a peace pact, then when it suits you, stab your weakest ally in the back. Be mean!!

thirty turns and people star getting knocked out on average around turn five or six, so be extra alert when

Use the newsheet to create lots of scandal and rumour.

spread lots of propaganda and incite chaos. It is to your advantage. Your spies should be able to provide you with a good source of information to use as you please.

Wayne's Verdict

Crisis is a very, very easy game to play. It is ideal for P.B.Mer who has thought of moving from the fantasy games to strategic/tactical

games, but has been frightened off by complex rules. The "Crisis" rulebook is only 13 pages long and written in straightforward, simple English. I found the rules easily understandable and a joy to read. and precise in detail. There is great scope for diplomacy within the game and contacting other players is a

 contacting other players is a must. I find that this part of the game may well attract th more experienced players, as although they will whizz through the turnsheet with ease, the diplomatic side

The rumour/newsheet that is issued every turn is full of info. However it is up to yo to sort out the truth from the lies. It is an entertaining real. The game has been created.

in order for the player to get a very fast turn around period and, to draw a comparison, it is somewhat similar to the

board game called "Risk".

On the negative side however, I found the rulebook's actual presentation very basic, with the only artwork being on the rulebook's cover. The artwork itself is not that amazing, but I must admit to being quite amused by the C.N.D. awaped on the back.

G. G. M. informs me that the original basis A4 map that is in my possession has recently been enlarged to A3 size and redrawn for clarity. This is a blessing because I found the old map somewhat limited. Furthermore, the price of £1.25 per turn was a bit pricey, but I have checked this out with the company directors and negotiation is where Wayne comes to the

Wayne's

Yes, once again I have punished my body via the terrible ordeal of physically dragging the G.M.s of Crisis down the pub and quaffing many, many pints of lager, s that I, Wayne the benevolent can get you the loyal readers

Any reader who writes in with the logo above and a sys.a.a.e. will get a FREE set up. FREE rule book AND three FREE turns in "Crisis". This offer will save you the massive sum of £4.50. Also, if you pay for ten turns, you

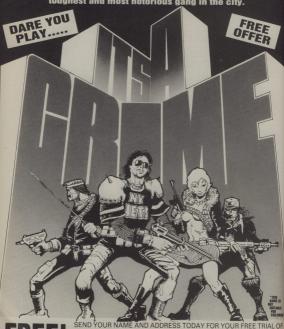
Furthermore, I have arranged with that if enough C+VG readers stay with the game after their free rounds have expired, the people at Mystery and Adventure Games promised me that the still drop the price of their maximum of 50p, so the future price of the turns is in your hands. I believe that most of the people who take up this offer will stay with the game anyway, as it is worth

Finally, I would remind you that I am here to sort your P.B.M. problems out at all times. If you have any sort of P.B.M. problem whatsoever, just drop me a line with an s.s.a.e. and I will do my best to sort it out. See



GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.



FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF IT'S A CRIME THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME Write to:—

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.

















The first casualty of war may well be innocence as the film Platoon suggests very strongly. But if you play Ocean's excellent game of the film you will discover that the

first casualty here is likely to be your nerves, especially when you get stuck into its combat and puzzles. To get you out of trouble here is a map of Level one and hints and tips courtesy of Ocean's Zack Townsend and illustrator Nick Grant.



Level 1: The Jungle

The map shows the correct route to follow to the Viet Kong village. Whilst rowelling you must keep moving all the time otherwise a Viet Kong soldier may jump on you from above. Traps have been set on the brown pathway — it is best to blast these before jumping to clear your way. When your morale is low, shoot at regular intervals to lessen your chances of being hit. If a member of your platfoon should be

hit, swap to another. When you destroy the bridge, hang around to pick up medical supplies which the VC will drop when you blast them.

Level 2: The Village

The key to this level is to search the hus carefully and not the position of the booby traps. It's trial and error — be prepared for casualties but learn from them. Don't lose your head and let the villagers have it as this will seriously sap your morale.



Anybody who has a computer must get their hands on the new computer companion, over 2,500 up to date items from all the leading manufacturers.

Whether you have a Spectrum, Commodore, Atari St. we can cater for you. We have disk drives, joysticks, interfaces, in fact everything you could require for your computer,

from games to business software. No need to shop around we offer a 1st class delivery

service straight to your door on all major items. HOW TO ORDER YOUR FREE CATALOGUE

Just send us $3 \times 18p$ stamps to cover the cost of p&p and we will rush you our new edition straight off the press. VIDEOVAULT - the market leaders in computer repairs

& software. A company you can rely on



RAINBIRD @ ELECTRIC DREAMS ACTIVISION . IMAGINE U.S. COLD @ GREMLIN OCEAN @ MIRRORSOF KONAMI @ FIRE SAGESOFT . SAGE TASMAN . MICH

DOLPHIN DOS @ FREEZE MACHINE IGHT PENS . CENTRONICS INTERFACE EXCELERATOR DISK DRIVE . MOUSE MUSIC MACHINE @ MINI OFFICE SOUND SAMPLER . TASWORD

ATARI ST VIDEOVAULT TEN ★ STAR SERVIC

- * All major titles
- * All leading machines
- ★ Immediate delivery

RAM ELECTRONICS O D'K TRONICS

KEMPSTON @ EVESHAM MICROS

CHEETAH @ AMSTRAD

TRILOGIC . POWERPLAY

RAM ELECTRONICS . PACE

ELECTRIC STUDIO . SEGA

+ MANY MORE

- * Telephone orders by ACCESS or VISA * Orders taken by telephone

- Budget software ★ Peripherals
- SPECTRU ★ Up-to-date information * Regular mailings

COMMODORE

ANEW AMSTRAD EXCITING OFFER FROM VIDEOVAULT JOIN OUR CLUB ADDRESS

WE NOW HAVE FAX: (0) 4574 68946

PLEASE RUSH ME YOUR EXCITING NEW CATALOGUE AS SOON AS IT IS AVAILABLE HOT OFF THE PRESS. I ENCLOSE 3×18p STAMPS TO COVER POSTAGE COSTS ■ MR/MRS/MISS

ECUT OUT THIS COUPON AND POST IT TO:

VIDEOVAULT LTD, CATALOGUE DEPT, 140 HIGH STREET WEST. GLOSSOP, DERBYSHIRE, SK13 8HJ ENGLAND



PLATOON Level 3: The Village

his is mapped for you, so make sure you, use it. Your objective on this level is to find the compass and two packs of flares. It is maportant to locate all of these items as you will need them later. Use ammo sparingly as it is in short supply. Search everything in every room and use the rooms for rest



STREIMR HITS BULLETS SCORE

Level 4: The Bunker

Again use ammo spasingly — a short burst should be enought to dispose of any attacker. Take out each attacker as speedily as possible. This is important as towards the end they speed up and will kill you if you give them any leavery. Send up a flare as soon as you have killed one VC as this will enable you to loate the next attacker. Turning off the music enables you to hear their gunfrie.

Level 5: The Jungle

A shart burst of gunfire as, you enter each new screen will take out at least one of the enemy. On screens with lots of obstacles, stay at the bottom until no more VC run on, on less crowded screens dash to the top as quickly as you can to make up the time lost on more difficult screens.

at the junctions go left, then right and at the last one go right again.



MORALE
RHHO
IIIIIIII
TIME
01:14
SCORE
0235000
HITS

Level 6: Barnes

The game pauses slightly at the beginning of this level to give you time to compose yourself for the final and toughest challenge—the fight with the deranged Sergeant Barnes.

Go straight for the grenades when the action resumes. Move from left to right constantly, Barnes always fires straight at your position. You will need five direct grenade hits on Barnes' bunker to complete the game — hop aboard the rescue chapper and see the congratulotary screen come up which informs you you are on your way home.





Ultra fast responses to every command, unbeatable autofire power and complete control. Right where you need it – in the palm of your hand.





For use with the. Commodore 64 and 128 Amstrad CPC, MSX.

The only joystick that actually fits your hand.

SEGA®

- Fire button positioned right under your trigger fine Solid steel shaft and robust
- 12 month guarantee

Spectrum Plus 2 and 3. Commodore 64, 128 and VIC20. All Atari Computers (inc ST) Amiga. MSX

- Auto-fire to give instant and even firepower (Autofire only). Micro-switches allow you

£12.99

■ The only joystick that actually fits your hand.

- Twin firebuttons positioned right under your trigger finger. Solid steel shaft and robust
- 12 month guarantee.

- Auto-fire to give instant Start and select buttons
 - Micro-switches allow you to not only feel, but hear each move of the stick.

To: Konix Computer Products, Units 12/14 Sirhowy Hill Industrial Estate, Tredegar, Gwent NP2 4QZ. U.K. Please send me: Speedkings with Game at £11.99ea.

Speedkings with Autofire at £12.99ea. Segas at £12.99ea Nintendos at £12.99ea

(Including Postage and Packing) I enclose Cheque/Postal Order for

Please allow 14 days for delivery.
Credit card holders may telephone

MICROSELL

MICROSELLS — It costs only £5 to advertise in Microsell!

If you would like to place and advertisement in this section it must be:

ment in this section
must be:

For the sale of
HARDWARE ONLY

No more than 25
words long
Send your ad. together
with a cheque/PO for
55 to C&VG (Misses)

with a cheque/PO for £5 to: C&VG (Microsell), Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

BBC model B for sale: Cassette recorder, Games, joystick. All for £270 ono. Telephone: 01-907 4954.

COMMODORE 64 + 2 data recorders, quick shot II joystick, Music maker, original software. Worth over £800, sell for £225. Ring Shaun after 6, Southend (0702) 75028. BBC B, Disc drive 40/80, DFS, 32K sideways ram, Modem, Joysticks, £45 worth of Software, Utilities, Disc Box, Discs, Book + Manuals, Worth over £800. Sell for £450. Ring Exeter (0392) 79622 eves.

FOR SALE: Amstrad CPC 464 with green monitor, modulator, joystick, disk drive, built in tape deck. Plenty of software. Worth £600. Any offers? 01-254 3097

ATARI 130XE. 1050 disk drive, joystick, books, magazines and lots of software. All boxed, quick sale please, only £150. Telephone: (0592) 745244

ATARI 800XL computer, 1010 Datarecorder, 2 joysticks, over £350 software, Mags. Will sell for £275 ono. Tel. Zahid on 01-455 4718 after 6 pm. CBM 64. C2N Cassette unit, Modem, action replay MkIII, SEUCK, Gamemaker, Neos Mouse, 2 Joysticks, Software and Mags. Immaculate condition. £350. Telephone: Dom (057285) 492.

48K SPECTRUM+, Interface III, Joystick, VTX 5000 Modem, cassette recorder, Mags, Software libraries, Books, etc. Over 300 games £325. Telephone: Temple Cloud 52154.

BBC B, Excellent condition, 40 track drive, £200+ software, books, mags, leads, excellent data recorder worth £730. Sell for £210 ono. Saqib 01-951 3549.

CBM 128 for sale along with CBM 1570 Disk Drive, C2N Cassette unit, CBM Communications Modem, All boxed, immaculate condition Offers please. Contact 0686 25238. COMMODORE 64. Tape deck, joystick, over £200 worth of games. All in perfect condition. Will sell for only £170 ono. Telephone 01-660 8331 after 5.30 pm (John).

COMMODORE 64. Disk Drive, MPS801 printer, joystick, C2N cassette deck, action replay back up cartridge. Over £400 software (classics + new releases). Worth £1,200, sell for £500. Tel. 0222 842589.

SPECTRUM+, Tape recorder, joystick, interface, Printer+Paper, Currah speech software, books, mags. Worth £700. Will sell for £130

C64, 1541 disk drive, 20 disks of software, any offers or swap for an Amiga? Telephone: 0244 318122



TOUGH GAMES FOR A TOUG

LOOK NOW

ATARI OWNERS

Are you having difficulty finding suitable software. If so, then look no further. We have available for both hire and purchase one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:—

matioh prease send a large s.k.e. to: CHARNWOOD PRODUCTS AND GAMES 30A Warwick Avenue, Quorn, Loughborough Leicestershire LE12 8HD Tel: 0509 412604

GLINTLAND LTD

Aben Strine | Strine

ILL SUPPLY ANY CURRENTLY AVAILABLE GAME AT BEST PRI
PHONE 0703 73208 FOR QUOTE
SEND CHECULES WITH ORDERS TO:
GLINTLAND LTD
3 BELL BARNS, SUNTINGFORD, HERTS

SARTER 17.3 Informat Reage Informat Reage Informat Reage Informat Reage Information Inform	Com	Disk	AMICA		
	155	8.75			Alt World Com
	725			14.85 14.85 14.85 14.95 14.95	
	11.20				
	7.25	11.25			
	7.25				
	2.55	11.20	Defender of the Down.		Serberian Pala Serberian Prog Setter Satton Sugge Soy. Carrier Estena Fight Sim II. Frethall Manag E Leitz ESmo
	725			16.95 37.95	
	7.25 4.56 7.25 11.29	9.00			
				14.95	
				14.95	
				18.05	
				14.95	Cortekt I
				18.05	
				18.95	
				18.95	
	7.25			14.95	
		13.45 11.20 12.85 1.75			
				14.25 15.95 16.95	
				22.95 18.95	
	725 726 225 456 456 456 225	11.20	Definite of the Comm. Det Special Fight See 1 Fight See 1 Fight See 2 Fight See 2 Fight See 3 Fight Se	15.95	Rampage Rad Scrates Rad Scrates Sor Rus Sottento Simil Tergireccol Tempods Test Drine Delorasi MV S
		11.20		15.05	
	8.75	11.20	Peter Gree	14.05	Western Games

Mail Order Software service for Britain

3)* Belo to Anguist ESCO: ELECTOR IS

OR WERLDWIDE

-SOFT WARE

Europe, Middle East USA, Africa Asstralia and many other countries

| Section | Control | Cont

| Sector | S

Bab (26473)
255 A bullety in 255 A bulle

M press robat page 1821, debury, Fra 2820 WOR 1 Bril

to relate promps not pering in UK. Demons other plane ald IT 100 pr. consider by it.

10. delicers. Plane plane by demonst pricer of unifrace in a sharehold. Credit and other
ADDRESS by these in Veter. Design a proof other perind. Credit and other
ADDRESS by these in Veter. Design a proof other perind.

WORLDWIDE SOFTWARE (Dept CSA)

1 Bridge Street, Galashiels TD1 15W

Credit Card Order Line — 0896 57004





GH WORLD

For a Broad Sheet describing the complete range and information your nearest stockist write to: Electronic Aris, 11/49 Station Road, Langley, Berks SL3 8YX, Engl

SGFWARE SHOP

ADVENTURE ZONE

news

early BBC micro own Philosopher's Quest. It and heralded a series of

release of Philospher's Quest, and an extended Countdown To Doom, plus Acheton, and

Kingdom Of Hamil, On disk only, versions £14.95; IBM PC £17.50. The

Return To Doom, a follow up to Countdown

Another fanzine from costing £1 per issue (UK). concentrates on complete solutions, often including

the contents, issue No. 2

Bugsby Part 2. Castle Thade, Star Wreck, Level 9's Colossal Adventure. Dragon's Tooth, Karyssia, The Lost Crystal, The Mural, Rigel's Revenge, Top Secret, Zork 2 and Valkyrie 17

Bard's Tale 1 has recently been

released by Electronic

The first adventure from Fergus McNeil's Mindfighter, is due to be during March, Based on a adventure system, with heavy emphasis on

Do you like the new Infocoms games Border Zone and Beyond Zork? | play Beyond Zork on an found two bugs: when you go in the cellar, CLOSE the door and go up, you get your face". Stephan

Keith's reply: Thanks for the advance warning! Neither of the 'BZ' adventures are out on any format in the UK at the time of writing. Despite assurances from Infocom that releases would be simultaneous worldwide.

helpline

What do you look for review? Christopher Waite of Boreham Wood

they show text only. For for a game like Guild of Thieves, a text shot would

can help him see in the

Paul Richardson has been reading the C+VG the very first issue. Anyone Who can tell Paul how to open the sliding door in the reception area in The Big Sleaze, and who

Rigel's Revenge? Valkyrie 17 seems to be

Paul Hardy wrote to say The very thought is He cannot get past Harg. hasn't found a use for the berries, and is having crossed, and how? Where

Who, other than Richard Hands of Lichfield, has heard of Mogul's Great Adventure Pack? Or Four Gates To Freedom by

Who can help Andrew Baranowski get past the Doberman in Dodgy

Geezers? need to play Jinxter to enter the beer mat explains. You do need to don't waste time, get your

correspondent. This

Gregory Quinn, of

writing regularly for over dedicated adventure

in, to help other readers. subscription! But even if Campbell, at Adventure

Helpline, Computer + Video Games, Priory

northic to deal with his гоккиме новков: SPYTREK:

green valve, to meit the SEE KA OF ASSIAH:

JINXTER: BIGET'S REVENGE:

GNOME RANGER: VALKYRIE 17:

CLASSIFIED ADVERTISEMENTS

COMPUTER SOFTWARE EXCHANGE

DISCOUNT SOFTWARF

Up to 21% off RRP for ATABL COMMODORS, SPECTRUM, AMSTRAD, BRC. MSIX and EMP FC. Ring for Info Pack on Its of the above machines: 24 feet HOILINE DASS 613377.

B. BYTES COMPUTER SYSTEMS, 19 Southfield Road, Hinkley, Leicosterative Strip LUA.
ATABL SPECULETO LUA.
ATABL SPECULETO LUA.

MATRIX HIRE

Matrix Leisure Club (Separtment CVG)21 Stanste Road, Bishop's Stortford, Herts CM23 281

ATARI 400/600/800XL/ST AMIGA SOFTWARE

Atani S20 STFM E299.90 post free + 15 disks Artic and Analog magazines available Artica and Analog magazines available Artiga AS00 at only E469.90 p.1.

SHEST QUALITY DISSS DIEX SN: S.S. GO DISCS 10 for £11.95 p.f. reflect SN: O.S. GO DISCS 10 for £4.95 p.f. quality unlabelled 31°C double sided disks. 10 for £12.95 S1 by £54.95 25 for £29.95 100 for £39.95 GAMES & SOFTWARE CLUB Dept. C+VG, 35 Tilbury Road, Thorney Close, Sunderland SR3 4PO Tel: (891) 528 6351

IF YOU WISH TO ADVERTISE IN OUR CLASSIFIED SECTION THE COST IS £16.50 + V.A.T. PER SINGLE COLUMN CENTIMETRE

> FOR FURTHER DETAILS CALL

LORA CLARK 01-251 6222 Ext. 2478

COMPUTER GAMES

Our latest catalogue is now available!!

* SAVE SEZS OR SOFTWARE

* COMPREHENSIVE PINCE GUARANTEES

* SPECIAL OFFERS

* COVERS ALL POPULAE COMPUTERS

* SPECIAL LOW PRICE

* FREE DEFAILS OF A FAVINATION ENEY PLAY BY MALE.

SPECTRUM SOFTWARE LIBRARY To see what we have to offer send SAE to: Spectrum Software Library,

UK SOFTWARE EXCHANGE UK Software Exchange Club (CVG), 15 Tunwell Greave, Sheffield SS 9G8

MAIL-SOFT

***** SIMPLY THE CHEAPEST MAIL ORDER COMPANY **

ADVENTURE reviews

Many home-grown mail-order-only adventures have dropped through our letter box since the Quill, the Graphic Adventure Creator and the

Professional Adventure Writer were released. This month Keith Campbell takes a look at three such adventures, and finds out about the people behind the games.

AUTHOR PROFILE The Faringdon Fiend

Born of an insatiable desire to first rose from his murky cave in

1985, when he discovered his

cheque for this series of diatribes has to be made

PRICE: £3.99 (MAIL ORDER)

FARINGDON, OXFORDSHIRE

in the village of Faringdon in beneath, legend has it, is

Many an adventure author and writer lives in fear of the working on his Master Plan -

adventurer players in the land.

faint-hearted quake as it loads. quest, but fiendish problems so diabolical, as to weary the strongest of minds. Finding yourself standing in a

pentagram in a cave of solid outwit and escape The Fiend. An obvious door in the east wall proves nothing more than the simplest of traps. The pentagram itself may well

step outside of it There IS a way out, of

a full solution comes with the game. Ha ha ha ha ha! I had a copy, too! What sort of help, it took me three or four hours before I was out of that cave, only to find myself facing a very wide crack that seemed

to bar any further progress! And at every attempt to cross it I was greeted with a barrage of fiendish abuse.

"Imbecile!" "Idiot!" To get anywhere, it is everything possible, and, above all, to read what you see very carefully. It is all too easy to think you understand



what is written on the screen. without truly understanding it. This is a graphic adventure the simple-minded would

plastic cassette case, the inlay silhouette of The Fiend, the tower of The Folly standing out behind him against a moonlit sky. On the reverse side of the tape, comes Fiend Music DON'T play it through your computer cassette player, or with a bit of oomph in it, turn

THE CASE OF THE MIXED UP SHYN! **AUTHOR PROFILE** Sandra Sharkey

The Hobbit is the game which got Sandra Sharkey hooked on days, Sandra has launched a

dissatisfaction with other

Probe, which costs £1 per

subscribers, gleaned mainly national monthlies.

- > SUPPLIER: SHARKSOFT MACHINES: AMSTRAD CPC
- PRICE: CASSETTE £1.99; DISK £4.25. (MAIL ORDER)

 > AVAILABLE FROM: ADVENTURE PROBE, 78 MERTON ROAD, HIGHFIELD, WIGAN, WN3 6AT.

What exactly a Shymer is, I'm

game is all about from the title informs you that you play the part of Shirley Combes. Sherlock Holmes' private secretary. Sherlock is away on

a case, when you get a telephone call. There have been riots by nursery school children on the Isle of Nursree, because all the rhymes are wrong. They must be put right

Forget the Sherlock impressive background that has nothing to do with the real plot?) and take it from me that the game is based on nurser

Fisher, Tom Tom, and Mary Mary. To score make the nursery rhymes come true. come across sitting on a wall,

piece. Personally, the plot is not my cup of tea, but if you

boasting how he

can fall off and







the volume up, and THINK FIEND while you try to outwit that most feared resident of Faringdon - Beneath the Folly!

> YOCABULARY > ATMOSPHERE > PERSONAL

like the idea, then you should enjoy the game, for it's competently written, and performs



RONNIE GOES TO

Michael White

ichael White got when he bought a copy of Velnor's Lair, obtained by mail order years ago from Derek Brewster's software company. But what got him what he still regards as his favourite adventure - Level 9's

Some four years ago Michael with some 11 titles behind it. the adventuring public with some of the very first Quilled adventures, in a series called Games Without Frontiers.

All 8th Day adventures are sold by mail order from his home. His most recent before Ronnie Goes To Hollywood. was HRH, with which he attempted to 'go commercial' and market the game through distributors. "It was the salesman in me, I suppose." said Michael

SUPPLIER: 8TH DAY SOFTWARE SUPPLIER: 8TH DAY SOFTWARE
MACHINES: ALL SPECTRUMS AVAILABLE FROM: 8TH DAY SOFTWARE, 18 FLAXHILL, MORETON, WIRRAL, MERSEYSIDE, L46 7UH

REVIEWER: KEITH

"You are lying in bed under thick covers in the master bedroom of The White House The blankets are crocheted with tiny motifs showing tanks and aeroplanes . . Getting up, Ronnie notices attached to his bed - better get out of here in a hurry! But

where are his trousers? Dressing has its hazards be down the corridor in Nancy's powder room - a naked security guard in a wardrobe hands them over Stopping briefly to bath (must



get rid of the rotten eggs thrown when he ventured puts on your surgical truss objects!) and heads

the top floor of the White House away, he reads his speech, and leaves to get on with the job of running the Ron?

Ronnie Goes To Hollywood is an adventure in which you, Image. The opening sequent

is a little confusing to play, since only when Ronnie is fully you with the speech. This involves having a bath after you have been out onto the balcony with your trousers. This is a graphics adventure.

although there are only novel presentation system is used to operate the White House computer terminal.

Overall, here is a highly amusing adventure, well worth the £3.99 mail order asking

▶ VOCABULARY







CBM 64/128 29.99 Cassette £11.99 Disk PECTRUM 128 88.99 Not 48K Compatible AMSTRAD £9.99 Cassette £14.99 Disk PC £19.99

> Will you endure the X12 Fighter Simulator and emerge an ice cool space fighter at the pinnacie of his powers or the many more will you be reduced to a nervous, gibbering wreck fit for no more than intergalactic limpot trading ships. Only the premier cadets of the Stellar Imperium's pilot academy will ever find out and this upto the merciliess instructor academy will ever find out and this upto the merciliess instructor

TOMORROW'S SOFTWARE TODA



Time is running out for you to cast your votes for the 1987 Computer & Video Games Golden

Joystick Awards. The awards are now in their fifth year now and are beyond question the best established and most widely respected computer awards in the world. There simply is nothing that comes near in America, or the rest of



them. There is no reviewers influence - no arbitrary panel of judges
— it's just the games you
vote for and nothing else
that will decide the winners.

This year the awards will be presented at the Kensington Celebrity presenter will be Chris Tarrant — former Tis Was host. general loony, and now presenter of Capital Radio's

wacky morning radio show. Everyone who is anyone in the

presentation. You will meet The photograph taken with Chris Tarrant, enjoy the slap up meal at the awards, and we will also cover all your expenses for day out of a lifetime.

There are also 10 runner up prizes of ex-review software. So games business top awards

games business will be at the What makes Joysticks C+VG readers and games awards. And so might you. One lucky voter and a friend will be special is that you - the buying public-vote for THE CATEGORIES Software House of the Year..... Runner-up.... Game of the Year..... Runner-up..... Adventure of the Year..... Runner-up..... Arcade Game of the Year.... Runner-up..... Strategy Game of the Year.... Runner-up..... Best Original Game..... Runner-up..... Programmer of the Year.... Runner-up.... Name.... Address Computer Owned.....

The Computer + Video Games Golden Joystick Awards celebrate their Fifth Anniversary this year. Eugene Lacey looks back at five years of awards and offers you a chance to attend the event of the year in the computer gaming calendar.

AWARDS'87

1984: The awards were presented by Dave Lee Travis at Moretons Club in London's Berkeley Square. Software House of the Year — Utilimate Game of the Year — Let Pac by Ullimate. Best Arcade Style Game — Manic Miner by bug Byte. Best Strategy Game — The Hobbit — Melbourne House. Best Original Game —

Ah Diddums — Imagine.

1985 heralded the beginning of the Jools era. The Tube's verown Mr Holland was to go on congratulating the winners for the next three years.

the next three years.

Software House of the Year
was, once again **Ultimate**.

Game of the Year

Knightlore. Best Original
Game — Elite — by Accrisoft.
Best Adventure Game —
Caymorgue Castle by
Adventure International. Best
Arcade Style Game — Daley
Thompson's Daathlon — by
Ocean. Best Strategy Game —
Lords of Midnight — by

1986 saw Joysticks take on a nautical flavour as software basses and programmers boarded the Elizabethan for a cruise on the Thomes. Game of the Year — Way of the Exploding Fist — by Melbourne House. Software.



US Gold litt C&VG gold



▲ Gimmee back my joystick or . .



Computer People. Best Adventure Gome, Red Moon

by Level 9. Best Strategy Game

Theatre Europe by PSS.
Best Arcade Style Game —
Commando by Elite.
Programmer of the Year Steve
Crow.

1987 saw Joysticks return to dry land with the event switching to Cadagan Hall at the Duke of Yorks Barracks, London. US Gold picked up Game of the Year for Gauntlet. Software House of the Year — Elite.



▲ Elite Go Gold in '87

Programmer of the Year — Andrew Braybrook.
Adventure of the Year The Pawn by Rainbird/Magnetic Scrolls. Strategy General Street Scrolls Strategy General Street Scrolls Scrolls Street Scrolls Sc





THE ACTION IS SIMULATED THE EXCITEMENT IS REAL!

MicroProse Ltd., 2 Market Place, Tetbury, Glo

The Games Consoles are finally getting the software they deserve!

This month Tony Takoushi takes a look at the hot new releases on the Sega and Nintendo and brings you an exclusive review of the incredible coin-op conversion of Afterburner.

COMMANDO

As I promised you last month, here is a review of Commando on the Nintendo system. The game pockaging says it is a 1 Megabyte contridige, well have played it all the way fitrough (a little over seven hours on and offil) and lare certain it is not a megabyte, it should read one megabit (128K) as the graphics and sound are good BUT they are not THAT GOOD.

not ITAN GOUD.

Commando closely follows its arcade moster with similar screens, play and thumb wrenching action. There are all the screens with four messages to be readly each with four sub-sections. Here is a two-player option and a continue to let you carried. It is a two-player option and a continue to let you carried in the screen with four the screen with four the screen with four the screen with four the screen with the

Your character, Super Joe, has two basic veapons – a rifle (button A) and a limited supply of general supply of the su

attack from all sides, they filter in from the sides, they can be hiding in trenches, be lodged i gun towers high above you, come streaming out of barracks, zoom in on motorbikes or lorries.

000000000000

There are bullets flying all over the place and you HAV. TO keep moving to stay alive (my kind of game...), bullets disappear after travelling a strange, so no trailing bullets to follow you all the way up the

The terrain is prethy much the same with simple colour changes as you progress through the levels. There are trees, invers, bridges—these trees, invers, bridges—these respondings, so of not be nervous—and boulders to name a few. Hostages give eatro points and can be found either arbow or below ground on a few grenades around to a few grenades around to a few grenades around to clamber down, once down there are all sorts of goodies just begging to be picked up, a service and a progress of the progress of t

If you are feeling brave you can earn Colonel's Stripes for killing an enemy Colonel in an underground bunker, or Lieutenant Stripes for doing the

same to a Lieutenant.

This is a very fast game and not for those with a delicate

REVIEWS

TRANSBOT

Transbot is a version of the classic Defender by Williams. You play on a left to right scrolling backdrop and have to shoot aliens which attack in various inertial patterns. The scenario has you battling through a city to finally reach an underground fortress where THE BIG ONE happens and you get to fight it out with Elgramzon.

There are two gauges that need to be watched, a power gauge which decreases every time you are hit by an alien I you lose a life if it his zero) and an arm gauge which counts down every time you fire. You can my our ship from a choice of six weapons by first shooting an arms van that trundles in every so often on the bottom of the screen. If you then calch the pod as it leaves you can choose a weapon from the display. The six weapons are Normal Beam? Sword! Cannon/Diffuse Beam and Two-way fire.

Cannon/Dittuse Beam and Iwo-way Graphics are pin-sharp and there some twisty/turny attack patterns hid away in the higher levels.



WORLD GRAND PRIX

Along with Hang On, this is the business when it comes to racing games. There is plenty of challenge with 12 courses to choose from, three difficulty levels and an edit mode that allows you to design your own tracks.

Presentation is similar to Pole Position, with dangers that include road signs and other drivers. Superb detail on the cars and backdrops makes it a joy to watch.





HANG ON

this can be frustratingly dodgy to start with as you can change gear while taking bends unintentionally. There are five and circuit again. Each stage is be completed in the time







GRAPHICS
SOUND
PLAYABILITY

e Enduro Ros



ENDURO RACER

Enduro Racer is a conversion

Enduro Racer is a ten stage time round with 50 secs on

damage rating.

problem, and it is a biggy, is

9000000

NEWS TIPS

 Afterburner is due out for the Sega and new barriers are set to be broken as it should be (that is 500,000 bytes to you!) amazing (see the preview pic

of the Sega cart below). Fantasy Zone 2 is a two megabit cart for the Sega and should be heading in your direction next month. Other

Sega gems include Kung Fu. Zillion 2, SDI and Rescue Mission, these are scheduled for release in early 1988.



@ S.D.I.

90000000000000000

You have played the arcade game, bought the Sega cartridge, listened to the album, tape or compact disc, AND NOW you can watch THE VIDEO!! Yes folks you can now buy videos of your favourite arcade games, the first titles covered are After Burner, Hang On, Super Hana On and Enduro Racer (see pic). Next month I'll be reviewing Zaxxon 3-D is due for release quite soon and I have seen a prototype version. You had better start polishing those 3-D glasses as this game rates as

the best 3-D game to date. I have also got finished Fantasy Zone 2 (two megabit)

carts, reviews to follow soon The other prototype carts to SDI, Combat and Rescue and Alien Syndrome.

O 3D Zax

My postman is about to go anyway!!) there seems to be a

the top score of over 45 million

cut favourite especially as the

JUICY tips, not forgetting the

SPACE HARRIER - there is a select the UR-7-4-3-7-4-8-1

You can also aet unlimited times and press player 1 on the

pad on the title screen right and press #1 on the for the next screen.

0000000

MEAN MACH

Something wonderful is happening in computer games. The home versions are appearing. Suddenly everyone is talking about Sega and Nintendo and it is not surprising with such top notch aames as Afterburner appearing...

This is it.

This is the big one. Sega's Afterburner is here for the Sega Master System and it is driving me MAD!

Do not, I repect, do not read the following review aryour life will not be worth Iving if your local shop has sold out of this game, Afterburner is absolutely brilliant. Sega has caught the essence, THE SHEER GUTS, of the arcade version in a megabit cartridge.

Afterburner, as you probably know, is the latest mindblowing arcade flight simulator to emerge from those Japanese arcade masters Sega. You have to take your enemy fighter through 18 battle scenes and land on an aircraft carrier on completion

The prototype cartridge I reviewed has a full filte screen with the logo in big letters shifting off the screen to show a couple of pics of a fighter in mid air and a technician giving the OK for lounch. You are then treated to a full demo of level one.

of the mission.

On pressing the fire button, the launch sequence is shown.

The game places your fighter on the deck of an aircraft carrier then it slowly accelerates upwards into the

carrier then it slowly accelerates upwards into the sky as a voice commands you to 'Get Ready', as the ship falls away under you.

away under you.

The screen changes to a sea scenario and you are shown the stage number [1 - 18], lives left and score. Control is fairly simple with up/down/left/right and diagonals. The key to good Afferburning is knowing when to pull up to avoid missiles, and how to use the

360 degree roll.

You have two weapons to take out enemy – machine gun an unlimited in supply but missiles are limited and you can fop up your supply of wriscips your supply of warfors points throughout the game. To fire the machine gun, you simply press button two, missiles have to lack-on to a target in their display zone on screen before launch can occur – timing is

To complete a level you have to survive a set time period, and making it darn near impossible are the enemy fighters which stream in from all around the screen.

You can lock these suckers in your sights and blow 'em away with some really cool moves BUT it does take time to master the key moves.

There are different fighters and patterns of attack, some come at you launching homing missiles which are hard to shake off, others come in from the left and right. There is also a fighter which almost somersaults at you while firing and quickly flying up off the top of the screen.

You lose one of your three

AFTER



A night bomber is in your sights - and Takoushi lets him have i

0000000





Your fighter takes off from the good ship Sega

SSPECIA

lives if you're hit by a fighter or its missiles. The destruction scene for death by missile is impressive. It's an exact copy of the arcade scene where you plummet down towards the ground with a plume of smoke piling out behind before hitting

the ground with an explosion. The terrain below you varies between sea, forest, arctic tundra and desert.

You can make your fighter do a 360 degree roll with the whole screen rolling around you – it is a mind-blowing

horizon filt. It is like picking up

360 degrees.
I did find a rather large hole in the play as you could play through levels one to twelve simply by holding the joystick in missiles and fighters simply missed you. I assume this will

If you survive the first three scenes you get to refuel your fighter and load up with more missiles. This can be a tricky manoeuvre as you have to position the fuel cable from a tanker plane into your missile sight and then trigger it. You also get a hit count and points summary every three stages, so

the more fighters you take out the higher your points tally. At the end of stage six you get to battle a huge back-fire bomber which lobs missiles at your plane. You have to dodge to take it out. If you succeed, you are given a landing sequence where a tanker refuels the fighter and you zoom off back into the sky

It is very fast to play and may, at first, prove a little confusing because of its speed. The graphics are generally sharp and smooth although I must say I was surprised with the general standard as it is a

500,000 byte cartridge and I did expect a lot more of the

The trouble with producing home versions of such graphically stunning arcade games is that it's almost impossible to reproduce an exact copy of the arcade machine. In many respects comparisons are worthless. Nevertheless Sega has done

an excellent job on Afterburner, it is the first in a new generation of console games.

Afterburner couldn't have hit at a better time for Seaa. With Nintendo blowing their company trumpet about having shifted millions more systems than Sega – the quick conversion of what is definitely the coin-op of the moment is

bound to give Sega a boost. Nintendo are so boastful about their dominance right now that they staged a mock boxing match at a lavish press do in Las Vegas recently ... Kid Nintendo versus the Sega Cissy. No prizes for guessing who won - but our guess is that Afterburner represents a

fair old punch back by Sega. Don't miss it!



TONY TAKOUSHI







● Head to head – as Takoushi yells "eat photon death"

STANDS

For the player who's tried everything but demands something more – action, excitement, strategy and mind blowing simulation. There's a brand of computer entertainment that stands out from the rest. Why accept the blands and the dult where only playing datastics and all calcin simulation provide a unique impiration and challenge?

Why accept second best when SM offer quality and entertainment survivalled in its field?



















ONDON
ON THE PROPERTY OF THE P



THE FINAL CUT!

· Please, please, please, please, please, please, please, please could you a page that has got something good on the back (e.g.) reviews This is because I HATE like that. I do not want to cut the world's best computer magazine up to shreads. Why don't you put them on a pull-out page or something? Spiros Spyrou London, N9

A DISAPPEARING ART! · Whatever happened to

that section and had sent in several tapes with my own work. Is it lost forever or will you be bringing this section back? It's one where readers can get really involved. John Constable, Suffolk

Editor's reply: Frame Up is being rested for a while. But don't worry you'll be able to join the frame game again in the near future.

FRAMED UP OK, C+VG what have you done with it? No

new issue arrives.

Frame Up in last month's issue? What's going on? I was really upset not to see it there. It is my favourite part of the magazine and the first page I turn to when my

I hope this is not the end for Frame Up, as this is the only page in the magazine where readers can try their hand a producing stunning artwork on the computer. I

artist myself and have always thought about sending a frame into C+VG. I have several ranging from Marilyn Monroe to sports cars that are easily as good as I feel strongly that

beginners should have somewhere to show their the amazing screen shots that are now being published are produced by people who had to start somewhere. Anyway, don't you think C+VG is going to get really boring if it is just packed full of page after page of reviews? I don't know what other readers think but I want more than just a buvers aulde from my Pete Jones

Birmingham Editor's reply: Relax Peter, Frame Up is just taking a month off. It'll be back in April, and that's a promise.

SEGA SOCCER SENSATIONS •I am writing to tell you

about my favourite soccer game. I used to be hooked on International Soccer which I played on the Commodore. My friend Mike and I

used to play it all the time, he is a West Ham fan and thus always got beat (Probably because West Ham fans know nothing about football) I bought a SEGA system

soccer game. It's called World Soccer. You boys don't seem to have found out about it yet!

If the soccer gets too boring (If you are playing a QPR fan) you play

missing an open goal, it goes to a penalty shoot

The only problem is that the game has world sides. It would be much more fun to see Arsenal 5 -Tottenham 0 (a fairly average result for the Gunners), than seeing

So come on you guys, get wise, let all the this game it's the best

Space Harrier and Rocky. David Adams

IT'S NOT A **CRIME!**

 I would like to register Caroline Forrest who wrote into C+VG last

I have not played It's A Crime, I will say that straight away but neither has Caroline Forrest judging from her letter. What I disagree with is

the statement: "The fact that this is fantasy rather than reality does not make it potentially any less dangerous." What absolute

nonsense, "No difference between fantasy and reality." It is my opinion that the inability to make truly dangerous. I have games ranging from dungeon and dragon type of games to Napoleonic war games. I fall to see how this is going to turn me into

There is in fact a strong a form of escape or relaxation that this type of hobby makes you less

CONSOLE WARS After a lot of dithering

about whether to trade in my Spectrum for a Sega or Nintendo, I finally made up my mind at Christmas. Nintendo got my cash but it was a close thing. What do you think will happen with the video consoles this year and did I make the right John Simmonds Wormley.

Editor's reply: We think the Mean Machines will

be really big this year. Sega probably have the best games out at the moment but expect Nintendo to come out fighting with some big titles, including Mike Tyson's Punch-Out this spring. Whatever machine you buy will provide you with good entertainment. And as you've picked the Nintendo make sure vou get Super Mario Brothers. It's brill.

WHAT A FREAK! •I am a 16-year-old computer enthusiast. I

talk, sleep, live and breath computers. I have no interest in anything unless it involves a micro On average I spend at

least five hours every evening glued to the computer monitor playing the latest games. Outrun is my current fave although I must admit I was dissapointed with it.

My mum and dad think it's a unhealthy way for a young lad to spend all his spare time playing games freak because I don't go out, date girls, go to the pictures or indulge in

socially unacceptable behaviour in bus shelters or telephone klosks. I think I'm all right and

completely normal. What do you lot at C+VG think? Please don't print my name or address in case my friends or family happen to read it. Anonymous, Somewhere in the United Kinadom.

Editor's reply: Well Johnny Williams, of 432. The Lane, Lower Pudsey, the vote goes against you. We all think you're a bit of a freak and a complete waste of space. Keep buying the mag, though.

GREAT GOLDEN

JOYSTICK FIXE . So, it's that time of the year again! What am I talking about? The Golden Joysticks Awards Ha! More like the great Golden Joystick Fix!! Have any other readers noticed that year after year the same companies appear in the roll of honour. Are the companies that pay you the most - or is it to make sure you get their adverts for the next year?

You say it's us, the readers, who decide who wins, well if that's the case how come you don't have any readers representing the magazine at the

"prestigious" ceremony? Another thing - you have not changed the categories in all the year's that you've been running it. Shouldn't you take into account the 16 bit market. What about consoles? You could even have a category for 'best overall category'. Why don't you ask us round about autumn and we could give you a few

suggestions. One final point. Do you think that we really believe that you judge each and every entry

Simon Gall. Worthing.

Editor's reply: Point one, the awards are not fixed. All your votes count. You make some good points about new categories and we'll be thinking

about those for next year. We do, in fact, add up all the votes - twice to make sure everything is correct.

HIGH SCORE

PORKIES el just want to say that the Arcade Action supplement on the front

cover of last month's issue I couldn't believe some of those high scores though. I myself am a pretty mean Alien Syndrome player having spent easily £10-£20 on the game over the last few weeks. It's got so that I have to take a different bus home on the way back from my Saturday job - or I arrive home penniless. Getting back to those scores though - just how did

'EGG' of Portsmouth clock up 775,500 on Alien Syndrome. That's a good 200,000 better than my best score - and I am the best player I know in our local arcade. My high score has never been

wiped to my knowledge. If EGG really does exist up this mega-score I'd love to know how he did

How about sending in some tips, EGG? It would be helping out a fellow Alien Syndrome nut. George Kanopolus Crystal Rooms

PS. Any news on an Alien Syndrome for the 64 yet? Editor's reply: Good and bad news George, yes Alien Syndrome will be appearing later this year on the Edge label but I am afraid we have been unable to contact the mysterious EGG. Your letter is our last hope.

YUK AND POOH

· Alright C+VG, you've gone too far this time. First of all you knock sexy, beautiful, intelligent Melissa on the head without so much as a bye or leave.

As if that was not enough - and just as I am getting used to life without

Melissa what confronts me in the February Issue of C+VG - but the ugliest slimy pair of deformed aliens ever dreamt of. I mean they have absolutely no endearing

features. Shuk looks like some sort of geriatric Elephant Man from planet Godknowswot and as for Doode - well - car lights

with a punk hair style. I could have put up with the ugliness of the pair if it also occurs during your had at least have been a good story. So far all we are told is that Shuk and Doode are somehow spirited into the world by some idiot casting a spell by mistake one night in a flat in Finchley. If either of the authors had ever been to Finchley they would know that about the most exciting thing that ever happens there is the changing of the traffic lights. OK, the bit where they fall onto a VW Golf and crush it was OK especially when Shuk pinned the car badge trendily on his chest. But how comes they crushed the motor. What are they made of? Lead.

Sorry C+VG - this strip is not for me. Shuk and Doode or Yuk and Pooh, I know what I think John Peters

Finchley, London. Editor's reply: I'd make sure your windows and doors are locked at nights if I were you, John.

CRAPPY COUPONS

•I am writing to complain about the layout of your magazine dated Feb' 88. Specifically about the two page 89, the other on page 90.

How were we readers supposed to enter both competitions when after cutting out the coupon on page 89, you would have left yourself with only half a coupon on page 90. Fortunately I noticed that this would occur, before I

I then decided to just write the necessary details needed for the Pirate competition on a postcard, thus enabling me to use the coupon on page

But to fill in this coupon it appears that we all need to own a white inked biro, because of the intelligently coloured background for the page many features/articles. when on a red

background you place orange or green lettering, making it difficult to read Well anyway, keep up

the good mag, (apart from the layout), it's great value for a £1, as the specialist magazine for my computer has upped its price to £1.25 but still only averages around 63 pages per issue, on that topic how about more reviews for Electron/BBC games.

Paul Shand Co. Durham Editor's reply: Er, it was an intelligence test. You passed, Paul, Well done.

CARTOON CHAOS

· Hurrah, the bugs are dead at last! Even Melissa's gone, kidnapped by Shuk and charactes in C+VG. Mind you, I pity them stuck with that old bag. The tired old bore them to death pokes, etc. Maybe they are forcing her to have a

well needed face lift. The new strip is brilliant. At last an eighties cartoon strip from a new artist who can draw, and write a

decent story. Garry Bottomly Tottenham P.S. I think Spurs are

Editor's reply: Who are Spurs?

CoWicX

How "mature" are you? "For mature readers" is a label seen more and more often nowadays on American comic-books. It's a reaction by the comic publishers to a fear that some of their stronger material (sex, violence, bad language and other sure-fire sales gimmicks) will come under the scrutiny of the self-appointed moral crusaders.

running rampage in America today.
Some comic companies, it seems,
have panicked at the idea of their
comics being censored, and so have
tried to introduce their own system of
advisory "ratings". Hence "for mature
readers", the comic-book equivalent of
an X-certificate (though you're not
likely readers to the see the seems of the

likely to see it on the K-Men!).

Not everybody in the comies business is quite so convinced about the need for a ratings system to stop abult material getting into childish hands. For farting system to childish hands. For the control of the cont

It's a stupid argument, of course.

Everyone's got their own standards as to what's acceptable and what isn't.

And you might well ask, who are they to tell me what I can and can't read?

Red herring or not, though, it's a reminder that you're never too old for comics – or, put it another way, there's more to comics than just superheroes. As I've said before in this column, comics is a medium where you can tell any kind of story for any kind of audience. That fact is gradually sinking in – with both publishers and the reading publis

Not that there's anything wrong with the ideas of superheroes – and there's some wonderful work being done there right now. But there's also some genuinely "mature" ("for mature readers", remember?) non-superhero storytelling going on.

For instance, you'll find "adult" themes and artistic sophistication in

Love & Rockets (book one, £5.95, published by Titan Books; book two ou soon). I must immediately declare a prejudice: I think this book is a masterpiece. It's the work of Jaime Hernandez who, along with brothers Gilbert and Mario, produces a

wonderful comic magazine called Love & Rockets, from which the stories in this volume are reprinted.

It's described by the publishers as The hilarious adventures of Maggie









Hopey and their friends as they endure the perils of post-punk romance. Dark glasses, cars, dieting, lady wrestling,

mechanics, sex, rockets, heartaches, rock and roll and happiness in the nuclear age."

If you're still reading after that, and haven't yet dashed out to procure a copy, let me add that Jaime Hernander wasterfully blends earthily realistic dialogue with economic but irresistable drawings to reade a cast of characters and Hopey in particular. As you progress through the book you find yourself sharing their mundane day-ourself sharing their mundane day-docyoncerns while feeling slightly disorientated by some of the cold of

and Maggie's expertise as, of all things, a rocket engineer. Reading this back, I suspect that I've

failed to convey the flavour of Love & Rockets in the slightest. So you'll just have to accept my recommendation: buy this book or be seriously unfulfilled.

— Hearthreak Soup (Titan Books,

© Hearbreas soup (Han Books, £5,95). In a way, this is a companion volume to Love & Rockets – it's reprinted from the same magazine and is entirely the work of another Hernandez brother, Gilbert. (The two books are attractively designed by Rian Hughes to look like a uniform edition.)

Gilbert's work sits neatly alongside Jaim's, but on closer examination it is a more complex blend. The ubiquitous Alan Moore remarks in the introduction that the influences of both Japanese and European comics are visible here. And the subject matter is far more relentlessly "normal" than Jaim'e semi-fantasy world. It might seem strange to speak of life in an







JINKS: A COMPLETELY NEW ANGLE IN COMPUTER FUN



The planet Atavi has puzzled mankind for centuries beautiful, mysterious and seemingly underdeveloped, fow can something so amazing remain such an enigma? ow you shall find out as you guide your scout probe ost the planet's surface in a unique explanatory research

Rainbow **Arts

CBM 64/128 £9.99t, £11.99d AMIGA £24.99d

GOI Media Holdings Ltd. Units 2/3. Holford Way, Holford, Birmingham B6 79X, TFL: 0.21 356 338.



his month's hot game is Salamander on the MSX. It is a 128K cartridge and has a dedicated sound chip. It is scheduled for release in March and should retail for around £20.

After Nemesis and Salamander had to be

omething special! Well it is! The troub! is that it is TOO special. The two Nemesis games followed on from each other in Salamander offers new challenges, deeper graphics — the only problem is that it is a real SWINE to play.

Like the arcade version it is fast, mean and unless you are familiar with the Nemesis games you will find this hard

It is a very polished game with a full attract mode giving you a storyline wit piccies and jazzy music. There is a choice of play with ordinary one player, cooperative two player or Exchange which is a two player option with each playing alternatively

Going into the game you have a little launch sequence and then you are faced with the first of the five basic stages. The norizontal and vertical scrolling backdrops, what takes this game beyond Nemesis is that different technique and understanding or so. The terrain and aliens attack every which way and you are constantly reassessing

Because of the

numerous scenes and techniques I will give you a smattering of most of the levels, scene one has you on a backdrop taking out strings of aliens, you then have to take out side of you which nasties which float towards you.

sabre like blades to contend with. These drop from the top and they act like gates and you have to position yourself between them then have to shoot a path through the regenerating pink bubbles without geting squashed. Scene two is a

vertical scroll with alien platforms. boulders, rock ledges, gravity dropping aliens and an asteroid minefield to negotiate. Scene three is



Salamander is a fast furious blast 'em



▲ Salamander is a worthy follow-up to Nemesis.

Throughout the game you can collect pods which allow you to arm up your ship with two-way bullets, ripple

One of the nastier elements are the arms which swing out from the top and bottom of the screen enclosing you. You must take these out by shooting the blue bit of its body.

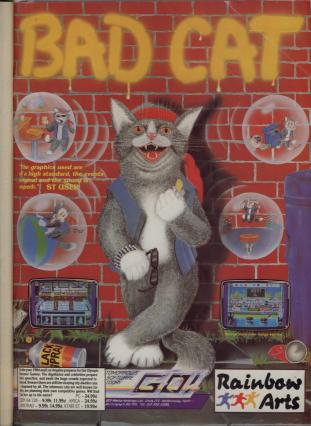
At the end of this the screen drops vertically and you have to fight your way through a which in turn leads to a misty blue bottle-neck

Once through here

another vertical scroll with strings of aliens to shoot, platforms, left and right passageways and boulder gushing

Scene four take you back to a horizontal scroll with snake like chains of aliens attacking, fast patterns of aliens peeding in and a one beam lasers firing up

Scene five has a horizontal scroll with a which looks like something out of Fantastic Voyage with weird brain cell like backdrops and bases







the name the game

COMMODORE AMSTRAD